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### 1.0 Introduction

The Barbarossa portion of GMT’s East Front Series is a three-game set that covers the initial drives of the three Axis Army Groups (South, Center, and North) from June through September, 1941. Although each game portrays just one Group’s operations, all three games can be linked together to cover the initial battles from the Black Sea to the Baltic. Barbarossa: Army Group Center is the third installment in the East Front Series (following Typhoon! and Army Group South).

Barbarossa: Army Group Center is a two-player game, but team play works well for large scenarios. One team controls the Axis forces, and the opposing team controls the Soviet forces. The playing pieces represent the actual units that participated in the campaign, and the maps represent the terrain over which they fought. Players maneuver their units across the map and conduct combat as described in the rules of play. Objectives, battle casualties, and certain combat functions. Place these to the side of the map(s) for easy reference.

**Play Note:** There may be rule or chart references to units or situations not included in a specific Barbarossa module. For example, the “How To Read Units” player aid card lists nationality colors for Rumanian and Finnish units. You won’t find any Finnish units in Army Group Center, or Rumanians appear in Army Group North.

### 2.0 Game Equipment

Each game includes:

- Several maps
- Die-cut counters
- One Rules Booklet and One Play Book
- Axis and Soviet Unit Setup Cards
- Player Aid Cards
- One ten sided die

### 2.1 The Game Map

**Note:** The playbook provides specifics on Map designations, Map alignments and game set up.

A grid of hexagons has been superimposed on the terrain features in order to regularize movement and positioning of playing pieces. These hexagons are hereafter called “hexes.” Each hex has a four-digit identification number, used for game reference purposes only. Each hex on the map represents about 5.0 miles (8.0 km) of real terrain from side to side.

### 2.2 Player Aid Cards

Barbarossa: Army Group Center includes Setup Cards and Charts and Tables to help players set up the game, keep track of reinforcements, and resolve movement and combat functions. Place these to the side of the map(s) for easy reference.

### 2.3 The Playing Pieces

Many playing pieces represent the military units that fought in the historical campaign. These are called “units.” Other pieces are player aid markers.

#### 2.3.1 How to Read the Units

The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by each piece. Refer to the “How To Read Units Card” for explanation.

#### 2.3.2 Unit designations are the historical unit identifications. For an explanation of abbreviations on the unit counters, refer to the Play Book.

#### 2.3.3 Countermix Categories

- **a.** Player Aid markers are informational markers placed on the game map to note unit status or hex condition. Player Aid markers are not combat units, but they may influence combat resolution.
- **b.** Air units are any units with an aircraft silhouette. They attack enemy units, control hexes or defend hexes only in conjunction with friendly ground combat units (Exception: 13.0 Axis Air Interdiction).
- **c.** Ground non-combat units are Mobile Supply Units (MSUs), Bridge Units, and Dumps.

**Note:** Pieces described in paras a, b, and c exert no zones of control, never control the hex they occupy and can stack without limit because they have no stacking value.

- **d.** Ground combat units are any counters with a printed movement allowance and a defense strength of at least one. Untried Soviet units also qualify. All ground combat units control the hexes they occupy and can participate in ground combat.

### 2.4 Explanation of Unit Values

- Refer to the “How To Read Units” Player Aid Card.

### 2.5 The Die

#### 2.5.1 The game uses a ten-sided die. The number “0” is read as ten (10), not zero (0), as in some other games.

#### 2.5.2 To perform many game functions, you will roll one die to determine a result. Often you will modify the actual die roll result by a positive (+) or negative (−) amount. These are called Die Roll Modifications (DRMs), and their application will be explained in the rules.

### 3.0 Terminology

- **a.** “Friendly” and “Enemy” are terms which refer to both the Axis and Soviet sides in Barbarossa.

1. **Units.** If you are the Soviet Player, all Soviet units are friendly; all Axis units are enemy units. The situation is reversed for the Axis player.

2. **Turn Phases.** Axis Turn Phases are friendly to the Axis Player and enemy to the Soviet Player; Soviet Player Phases are friendly to the Soviet Player and enemy to the Axis Player.

3. **Map Edges, Hexes and Supply Sources.** Those last occupied or controlled by Soviet Units are friendly to the Soviet Player; those last occupied or controlled by Axis units are friendly to the Axis Player.

b. **Controlled.** A hex is controlled by the last player to move a ground combat unit through that hex or to have an uncontested Zone of Control [See definition f. below] projected into it.
c. Contiguous hexes. An unbroken series of connected hexes essential to the formation of a Supply Route.

d. Converted hexes. Hexes containing former Soviet rail lines now friendly to the Axis player and usable for Axis Railroad Movement.

e. Stacking. The placing of more than one unit in a hex. The position of a unit within a stack has no effect on play.

1. Most ground units have a printed stacking point value. Bridge units, MSUs, Dumps, and Soviet HQs have no printed stacking value, and their stacking value is zero (except during rail transport [11.1.4]).

2. A maximum of ten (10) stacking points can occupy a hex at the end of any friendly movement phase or retreat. Moving and retreating units can freely enter and pass through stacks of friendly units. If a stack exceeds the stacking limit at the end of any retreat or movement phase, the excess is eliminated by the owning player. The units removed are placed in the Cadre Box of the Unit Rebuilding Chart.

3. Certain units with zero stacking value and player aid markers stack freely without limit.

f. Zones of Control. The hex a unit occupies and the six hexes immediately surrounding it constitute the unit’s Zone of Control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes. ZOCs are important. Enemy ZOCs generally force your units to stop moving; Friendly ZOCs generally force enemy units to stop moving.

1. A ground combat unit always controls the hex it occupies, even if it does not exert a ZOC into any of the six surrounding hexes.

2. Ground combat units that do not exert a ZOC into the six surrounding hexes are marked with a yellow No ZOC band across the top. If at least one unit in a hex exerts a ZOC (that is, it lacks the No ZOC band), all combat units in that hex exert a ZOC.

Note: Some units gain a No ZOC band when they are Reduced.

3. A unit’s ZOC can be modified by weather [See Effects on Movement Table].

4. A unit’s ZOC extends into most hex terrain and across most hexside terrain [See the Combat Effects Chart].

5. A ZOC is not affected by other units, enemy or friendly, except when tracing a Supply Route [6.1.2] or during retreat.

6. If only units of one side project a ZOC into a hex, that side has uncontested control of that hex. If both enemy and friendly units project a ZOC into a hex, the hex is mutually controlled by both players.

7. Units that have been overrun [11.4.4a] temporarily lose their ZOC into the six surrounding hexes.

4.0 How to Play

4.1 Preparing for Play

Refer to the Playbook. It contains general set-up instructions, and each scenario has its own set-up instructions.

4.2 Sequence of Play

The game is played in game-turns composed of Segments. The Expanded Sequence of Play in the Play Book has a detailed listing of each Phase.

A. Strategic Segment

1. Weather Determination Phase

2. Supply Determination Phase

3. Replacements Phase

4. Reinforcement and Withdrawal Phase

5. Air Readiness Phase

B. Axis Player Segment

1. Movement Phase

2. Axis Air Interdiction Phase

3. Soviet Reaction Phase

4. Combat Phase

5. Motorized Movement Phase

6. Engineering Phase

C. Soviet Player Segment

1. Motorized Movement Phase

2. Axis Reaction Phase

3. Combat Phase

4. Movement Phase

5. Engineering Phase

6. Soviet Surrender Phase

D. Game-Turn Record Interphase.

Rules Organization Note: Section 5 (Weather) through section 21 (Soviet Surrender) generally parallel the game turn sequence of play, with three exceptions:

- Reinforcements are covered immediately after Replacements because they are closely related. Actual entry of reinforcements can occur in up to four game turn movement phases.

- Movement and motorized movement for both sides is covered where it first occurs in a game turn—the Axis Movement Phase.

- Air combat and air mission procedures follow ground combat. (It was easier to leave them in one location rather than explain similar procedures three times.)

5.0 Weather

Weather conditions governed much of the campaign in the Soviet Union. Both sides were affected. Barbarossa rules are written using Dry weather as a baseline. Other weather conditions will affect supply, movement, air unit readiness, and various other game functions.
5.1 Weather Determination

5.1.1 Weather determination occurs during the Strategic Segment of each game turn except for those turns where scenario instructions specify the weather condition. The Axis Player refers to the scenario turn record track. Each game turn box on the track contains the Climate Condition for the turn.

a. The Climate Condition will correspond to one of the columns on the scenario weather table. The Axis Player uses this column when making the weather die roll.

b. There may be a +1 or +2 DRM in some game turn boxes. If so, the DRM is applied to the Axis Player’s weather die roll for that game turn.

5.1.2 The Scenario Weather Table

a. Each scenario weather table can have up to four climate condition columns (Dry, Mud, Frost, and Snow), but may have fewer. Each climate condition represents a seasonal weather pattern named for the predominant type of weather condition normally experienced.

b. Each climate condition column can contain up to four weather conditions (also Dry, Mud, Frost, and Snow) in varying proportions. Each box in the column contains one of the weather conditions. There will be a predominant weather condition in each climate condition column. For example, in a Frost climate condition column, the most frequently occurring weather condition would be Frost, with Dry, Mud, or Snow conditions occurring less frequently (as they actually might during a late fall/early winter time frame).

5.1.3 Weather Determination Die Roll

a. The Axis Player rolls the die and indexes the corresponding line on the applicable climate condition column. If there is no Turn Record Track DRM to apply, this result is the weather condition for the entire turn. If there is a DRM, move down the column one box for a +1 DRM and two boxes for a +2 DRM to find the weather condition for the entire turn.

b. The weather condition immediately applies to all maps being used for the scenario.

c. Certain results on the weather table include Storms in addition to the given weather condition. Storms last for the entire turn, but they are not weather conditions. They supplement the current weather condition by having a major impact on Air Unit Readiness [9.2].

5.1.4 Lingering weather results. The effects of Mud and Snow weather can extend beyond the turn in which they first occur.

a. Lingering Mud. On any Dry weather turn immediately following a Mud turn, continue to apply all Mud effects and movement rates only to those hexes containing woods terrain.

Exception: Super-heavy artillery units on any minor road hex cannot move during Lingering Mud turns [10.5.11c].

b. Lingering Snow. If Frost weather occurs in a turn immediately following a Snow turn, apply snow effects. It takes two consecutive turns of Frost results to change Snow weather to Frost.

Example: On GT “X” the Climate Condition is Frost. The Weather die roll provides a weather result of “S” (Snow) for the current turn.

On GT “X+1”, the die roll provides a result of “ST”, which means the weather condition for the turn is still Snow, but now with Storms added.

On GT “X+2”, the die roll results in “Frost.” Because, however, it takes two consecutive Frost results to change Snow weather to Frost weather, the weather condition remains Snow for this turn. If the weather die roll on GT “X+3” results in Frost again, then the weather will change to Frost.

6.0 Supply

There are two types of supply: General Supply, which affects a unit’s actions throughout the entire game turn, and Attack Supply, which affects attacking units only during the Combat Phase [See 6.8]. During each Supply Determination Phase, both players determine the General Supply status of their units [6.6 and 6.7].

6.1 Tracing General Supply

6.1.1 To be in general supply, a unit must be able to trace a Supply Route through a path of contiguous hexes to a friendly Supply Source [6.5]. A Supply Route contains one or more of the following components:

a. a Line of Communications (LOC)

b. a Road Net [6.3]

c. a Railroad Net [6.4]

6.1.2 There are two restrictions that apply to all Supply Route hexes. They are:

a. A friendly Supply Route cannot be traced through any hex occupied by an enemy ground combat unit.

b. A friendly Supply Route cannot be traced through a hex in an enemy ZOC unless that hex is also occupied by a friendly ground combat unit.

6.2 The LOC

In most cases, ground units will not occupy a Road Net hex or a Railroad Net hex. They will have to trace supply “cross country” to a Supply Source, or to a hex in a Road or Railroad Net leading back to a Supply Source.

6.2.1 An LOC may not be traced:

a. Across non-frozen lake/inland sea or major river hexesides without a bridge or friendly bridge unit (major river).

b. Through a non-road/railroad swamp hex in Dry or Mud turns. A swamp hex may have roads in it, but if they can’t be used to trace an LOC, the hex cannot be a part of the LOC (the road/railroad must enter the swamp hex from a hex in the LOC and exit into a hex in the LOC).

c. Through a hex with a non-destroyed enemy Strongpoint or a hexside with a non-destroyed enemy fortified line [18.1.1].
6.2 LOC Length. An LOC is traced through no more than seven contiguous hexes (do not count the hex the unit occupies) to a Supply Source, Road Net hex, or Railroad Net hex. The LOC length is reduced to no more than five contiguous hexes:

a. when tracing the LOC along a road/railroad through any swamp hex during Dry turns.

b. when tracing the LOC through a marsh hex during Dry turns.

c. when tracing the LOC through a woods hex when Lingering Mud conditions apply [5.1.4].

d. during any Mud or Snow turn.

6.3 Road Nets

A friendly road net is any continuous series of connected main road or motorway hexes, no more than 21 hexes in length, that lead either to a friendly supply source or to a railroad hex which forms part of a friendly railroad net.

Exception: Reduce LOC length to 15 hexes during Mud or Snow turns.

6.4 Railroad Nets

A friendly Railroad Net is any continuous series of connected railroad hexes of unlimited length that leads to a friendly Supply Source. The Axis Railroad Net may not contain any Soviet Railcut markers, and every rail hex must be converted to Axis use. The Soviet Railroad Net cannot contain Railcut markers or enter a hex with an Axis Railhead marker.

Note: Barbarossa maps do not show rail lines running through cities/major cities. Every city/major city hex does count as a rail hex for purposes of rail movement and rail conversion.

6.5 Supply Sources

Play Note: Most map-edge hexes are not Supply Sources.

6.5.1 Soviet Supply Sources are any friendly major city hex or any friendly railroad, main road, or motorway map-edge hexes that are designated as Supply Sources in the scenario instructions [See Play Book].

Play Note: A Soviet major city hex always functions as a Supply Source even when surrounded. When surrounded, a Soviet major city functions as a Supply Source for any Soviet units that can trace a Supply Route to it.

6.5.2 Axis Supply Sources are any main road, motorway, or railroad map-edge hexes designated as Supply Sources in applicable scenario instructions [See Play Book].

6.5.3 Both players may use Mobile Supply Units (MSUs) or Dumps as temporary one-turn Supply Sources. During the Supply Determination Phase an MSU or a Dump [6.8] can be used as a temporary, one-game turn supply source for units within up to five hexes that are able to trace an LOC to it (representing supply accumulated for attacks to keep your troops in General Supply). An MSU is removed, or a Dump is flipped to its MSU side. Once the supply marker is flipped or removed, the Out of Supply or Emergency Supply markers on the five eligible hexes are also removed. All ground combat units that were under those markers are now back in General Supply for the remainder of the game turn. (These units may revert to Emergency or Out of Supply status if they can’t trace a Supply Route in the following turns; but for this turn, they are in General Supply).

6.5.4 Soviet Ports. Each Soviet-controlled map hex containing a port symbol can trace supply by sea. A Soviet port traces supply by sea to either the Sea Transport box on the Soviet Unit Rebuilding Chart or to another on-map Soviet-controlled port that can trace supply to a map-edge Supply Source hex. In effect, sea supply is a fourth component that may be included in any Soviet Supply Route. Like a Railroad Net, there is no limit to the length of a sea supply route. Tracing supply by sea is not affected by the Weather die roll, but can cease if specified by Scenario instructions.

6.6 Supply State Determination

6.6.1 After tracing Supply Routes, on-map ground units will be in one of three supply states:

a. In General Supply.


c. Out of General Supply (out of supply)

Note: A unit judged out of supply during the Supply Determination Phase remains out of supply for the rest of the game turn, even if it moves to a location where it could be in General Supply.

6.6.2 A unit is in General Supply if it can trace a Supply Route during the Supply Determination Phase. If the unit carries an Emergency Supply or Out of Supply marker, remove the marker at this time.

6.6.3 If a unit was in General Supply, but cannot now trace a Supply Route, it is in Emergency Supply. Place an Emergency Supply marker on the unit. A unit bearing an Emergency Supply marker suffers no adverse effects. It is treated as if it were in General Supply. Attacker and defender artillery bearing Emergency Supply markers can contribute their support strengths to declared combats [14.2 and 15.4].

Design Note: Such units are consuming emergency stocks to maintain combat effectiveness.

6.6.4 A unit is out of General Supply if:

a. It bears an Emergency Supply marker and it still cannot trace a Supply Route. (Flip the Emergency Supply marker to its Out of Supply side), or

b. It bears an Out of Supply marker and can still not trace a Supply Route. (The Out of Supply marker remains on the unit.)

6.7 Out of Supply Effects

6.7.1 All ground combat units have their printed Movement Allowances reduced by two (-2) MPs in each Movement Phase.
Exception: Cavalry units are not affected, because they depend very little on fuel for mobility.

6.7.2 All motorized ground combat units lose their Reaction Movement Phase [14.1.1d], cannot qualify for Infiltration Movement [11.5.2], and cannot perform Overruns [11.4.2e].

6.7.3 German Panzer and Motorized divisions cannot use the Panzer Division Integrity Bonus [15.6.8.c.1] unless placed in Attack Supply, but still could use the Combined Arms Bonus [15.6.7].

6.7.4 Artillery units cannot use their Support Strengths at all when defending, and only when placed in Attack Supply when attacking.

6.7.5 In combat, the attacker applies a -1 DRM when the defending force includes any unit with an Out of Supply marker.

6.7.6 Strongpoint Deterioration. Non-occupied friendly Strongpoint markers which are not adjacent to a friendly unit and are judged to be out of General Supply have Emergency Supply markers placed on them. During the next Supply Determination Phase, any such Strongpoint marker still judged to be out of supply is removed from the map.

6.8 Attack Supply

Sustaining an attack required stockpiling and expending huge ordnance tonnages. Attacks made without Attack Supply cause penalties to the attacker which are in addition to other supply and combat effects.

6.8.1 During each Supply Determination Phase, both players consult the scenario instructions and/or their Attack Supply Charts to determine the number of Attack Supply Points (ASPs) they receive for that turn. ASPs can only enter the map in the form of Mobile Supply Units [MSUs, 6.8.4] or Supply Dumps [6.8.3]. One available ASP creates one MSU. Two available ASPs create a Supply Dump. MSUs and Dumps are represented by Supply Counters. If insufficient Supply Counters are available, then excess ASPs are lost. ASPs cannot be accumulated off-map. Players cannot have more Supply Counters in play at any one time than those provided in the counter mix.

6.8.2 Supply Counters. Both sides have a limited number of Supply Counters. Each Supply Counter has sides that correspond to the number of ASPs that the counter represents. The front side of a Supply Counter is a Mobile Supply Unit (MSU), containing one ASP. The reverse side of the Supply Counter is a Supply Dump that contains two ASPs. A Supply Counter may never contain more than two ASPs. A Supply Counter has no combat strength (it is not a combat “step”) and is immediately removed if it is alone in a hex when an enemy unit declares combat against it or enters its hex. It cannot enter an enemy ZOC unless a friendly ground combat unit occupies that hex. Supply units cannot be captured. MSUs suffer all retreat combat results; Supply Dumps cannot retreat. When removed from play, by expenditure or enemy action, the supply counter is again available for play next turn (it represents food, fuel, and ammo; not men and equipment). A Supply counter cannot be judged out of supply, regardless of its location.

6.8.3 Dumps. Supply Dumps have no Movement Allowance of their own. The only way to move a Dump is by rail.

a. Map entry. Dumps enter the map during the friendly Movement Phase through any friendly map-edge rail hex that has been designated as a supply source by the scenario instructions [see Play Book].

b. On-map Dump creation. A player may, during his friendly Movement Phase, combine two (one ASP) MSUs in the same hex to create a two-ASP Supply Dump. In this case, flip one (owning player’s choice) MSU over to its Dump side and remove the other from play. Players should use this procedure to accumulate extra supplies in one place and free an MSU to bring in another ASP on a later turn.

c. On-map Dump conversion. A player may, during his friendly Movement Phase, flip a two-ASP dump to its one-ASP MSU side and move it. In exchange for mobility, one ASP in the Dump is lost.

6.8.4 MSUs. There are two types of MSUs in the countermix. Those MSUs with orange MAs of eight (representing truck-borne supplies) move with the same movement point penalties as a motorized unit (but do not have the Motorized Movement Phases); those with four (4) movement points (wagon-borne supplies) are the same as non-motorized units. Both types move only in the friendly Movement Phase and both may use Strategic Movement.

a. Normal Entry. MSUs enter the map playing area during the friendly movement phase through friendly main road or motorway map-edge hexes designated as supply sources [consult the Play Book].

b. Air Entry. If an air transport mission is available, one newly created MSU may be placed in the Ready Box of the Air Unit Display for map entry during the friendly Air Transport segment. This option is open to both players.

c. Soviet Only. The Soviet player can also place one newly created MSU each in any Soviet Major City that qualifies as a Supply Source (multi-hex major cities may still receive only one MSU per turn) during the Soviet movement phase [6.5.1]. After placement, these MSUs may move normally. A friendly Soviet major city hex surrounded by Axis ground combat units or their ZOCs cannot serve as a placement hex for newly arriving MSUs.

6.8.5 For expenditure of ASPs in combat, see 15.3 and 15.5.6.

7.0 Receiving Replacements

Both players may receive Replacement Points (if allowed by scenario instructions) during this phase. Replacement points represent manpower and equipment forwarded to combat units to replace combat losses, or to rebuild formations destroyed in combat.
7.1 Soviet Replacements

The Soviet Player will receive most replacement points randomly from the Soviet Replacements Tables. Scenario instructions specify which table to use, and which turns to use it.

7.1.1 Each Soviet Replacement Table has a die roll column and four other columns representing the following categories: Fortifications, Type I Replacements, Other Replacements, and Special Events. The Soviet Player rolls the die, adds any DRM for Mud weather or unexecuted Mandated Attacks, and locates this number on the die roll column. The Soviet Player now cross-indexes this number with the four replacement category boxes on that line. Any box containing a number and/or a letter provides a replacement type or an event.

7.2 Soviet Replacement Categories

Replacements are received immediately, but usually must be set aside until the Soviet Engineering Phase before they can be expended.

a. Fortifications. The number shown is the number of Strongpoint markers the Soviet Player may place during this turn’s Engineering Phase. If an “E” result is obtained, the Soviet Player receives one Strongpoint in addition to the other Strongpoint markers received from a numerical result. This “extra” Strongpoint, however, can only be placed on a friendly Soviet city or within four hexes (three hexes intervening) of a friendly Soviet major city hex. Strongpoints are lost if not placed on the game-turn received. Non-Op Soviet HQs may prevent regular Strongpoint placement, but have no effect on “E” Strongpoint placement [22.2.5a].

b. Type I Replacements. The number in this box is the number of non-NKVD Type I Replacement Points (RPs) received. The Soviet Player records these points by advancing the Infantry Replacement marker one space on the Soviet Loss/Replacement Track for each point received. These points can be saved from turn to turn, but if the Replacement marker cannot be advanced further on the Loss/Replacement Track, the excess RPs are lost. The following non-NKVD unit types can rebuild/regain lost steps using Type I RPs during the Soviet Engineering Phase:

- Armaments: (Chart Codeletter A). These points represent tanks or heavy weapons. The Soviet Player receives one point to replace/rebuild one step of the following unit types:
  
  ![Not allowed to rebuild]

  The Soviet Player cannot save these points. If not expended in the turn received, the point is lost. Armaments points are expended during the Soviet Engineering Phase. The Soviet Player should note the receipt of the point; there is no Armaments Replacement Marker.

- NKVD: (Chart Codeletter N). The Soviet Player receives one point to replace/rebuild one step of NKVD units only. Any type of NKVD unit in the countermix (except NKVD armored trains) may be rebuilt or strengthened. If there are no NKVD units in the Destroyed or Cadre boxes, and all on-map NKVD units are at full strength, then the point is lost. If not expended during the turn received, the point is lost. It is expended in the Soviet Engineering Phase. There is no marker for this point.

- Aircraft: (Chart Codeletter V). The Soviet Player receives one point to move one Soviet Air Unit from the Destroyed or Damaged Box (Soviet player option) immediately to the Ready Box on the Soviet Air Display (The newly reformed air unit is not subject to the current turn’s air readiness check unless it is a Storm turn). This point is lost if there are no air units available in the Destroyed or Damaged boxes. This point cannot be saved from turn to turn.

Note: RPs for Soviet Armored Trains are received on Soviet Set-Up Cards. Each point can be used for an NKVD or Army Armored Train unit. The point must be used in the current Soviet Engineering Phase or it is lost.

c. During the Soviet Replacement Phase, the Soviet Player may remove any Reserve units or Militia units on their tried sides [22.10 and 22.11] that occupy a Soviet city or major city in General Supply and are not in an Axis ZOC. For each step removed from the map, increase the Soviet Type I RP total by one point. Place any removed Militia/Reserve units in the Cadre Box. Place UR/MG units [20.3.2].

d. Other Replacements. Presence of a replacement codeletter (A, N, or V) in this column provides one of the following:

- Aircraft: (Chart Codeletter V). The Soviet Player receives one point to move one Soviet Air Unit from the Destroyed or Damaged Box (Soviet player option) immediately to the Ready Box on the Soviet Air Display (The newly reformed air unit is not subject to the current turn’s air readiness check unless it is a Storm turn). This point is lost if there are no air units available in the Destroyed or Damaged boxes. This point cannot be saved from turn to turn.

Note: RPs for Soviet Armored Trains are received on Soviet Set-Up Cards. Each point can be used for an NKVD or Army Armored Train unit. The point must be used in the current Soviet Engineering Phase or it is lost.

e. Special Events. The Soviet Player receives outside aid (or interference) when code letter M, R, or S is received:

1. Codeletter M (Mandated Soviet Attack). From time to time Stalin ordered special attacks. These are Mandated Attacks. One Mandated Attack accrues to the Soviet Player each time an M codeletter is received (when allowed by scenario instructions). When a Mandated Attack is received, move the Mandated Attack Not Yet Made marker one space along the Soviet Loss/Replacement Track.

- A Mandated Attack can be made during any game turn, and need not be made during the same game turn it first becomes required. Mandated attacks can be accumulated, and more than one attack can be made in a single game turn. A Mandated Attack cannot be made before being received.

- The Soviet Player may be penalized for not making Mandated Attacks in a timely fashion. During the Game Turn Interphase of any turn where the Axis Player captures and holds a scenario victory point location, each Mandated Attack not yet made is converted into a +2 VPs for the Axis Player. The VP Track is adjusted, and
the “Mandated Attack Not Yet Made” marker is placed in the Zero box of the Soviet Loss/Replacement Track.

- During each Soviet Replacement Phase, each unresolved Mandated Attack becomes a +1 DRM to the Replacement Die Roll (for example, two Mandated Attacks not yet resolved becomes a +2 DRM).

2. Codeletter R. If this codeletter is received, the Soviet Player may:

- Choose one Soviet Special Reinforcement Pool (if available or eligible for release [8.3]), or

- Release all units on any one Soviet Garrison hex. Released units move and fight normally [22.12.2d].

3. Codeletter S (Additional Supply). If this codeletter is received, the Soviet player may:

- Remove the Emergency Supply or Out of Supply marker from any one unit or stack as desired. The unit or stack is now in General Supply for the remainder of the Game Turn, or

- receive one additional ASP this turn.

7.3 Axis Replacements

The Axis Player receives Type I, A, and V RPs as specified on scenario set-up cards. There is no Axis Replacement Table.

7.3.1 Infantry (Type I) RPs. Record points received on the Axis Loss/Replacement Track using the Axis Infantry Replacement Marker. If the marker cannot be advanced, the RPs are lost. These points are expended in the Axis Engineering Phase, and can be saved from turn to turn. One Type I RP will replace one step (any Axis nationality) of the following unit types:

7.3.2 Axis Armament (Type A) RPs. These points can also be saved from turn to turn. Record points received using the Axis Armor Replacement Marker on the Axis Loss/Replacement Track. One Type A point will replace one step (any Axis nationality) of the following unit types:

7.3.3 Axis Air (“V”) RPs. These points must be expended during the Replacement Phase received, or they are lost. One point moves one air unit (any Axis Nationality) from the Destroyed or Damaged box of the Axis Air Unit Display to the Ready Box. If no air units are available, or the point is not used, it is lost.

8.0 Reinforcement/Withdrawal

8.1 Reinforcement Arrival

8.1.1 Reinforcements are new units arriving from other off-map areas. Refer to Scenario Set-Up Cards for:

- a. Game turn and entry location of scheduled reinforcements.

- b. Availability and entry location of Special Reinforcement Pools.

8.1.2 When a unit enters through a map-edge hex, it pays the terrain cost for that hex. Entering units may use road, railroad, or strategic movement.

8.1.3 The entry of a unit can be delayed at the owning player’s option. Entry of a unit must be delayed if enemy units occupy all of its possible entry hexes.

8.1.4 Some reinforcements are placed directly on the map (usually in a town, city, or major city hex). For the reinforcement to be placed on the designated hex, the hex must be friendly, in General Supply, and not in an enemy ZOC (major city hexes are not affected by enemy ZOCs). Entry must be delayed until the hex meets all placement qualifications.

8.1.5 Reinforcements are in General Supply during the game turn of entry.

8.1.6 Headquarters do not function in any manner until they have entered the map. Once on the map, they have no effect on units which are still off-map.

8.2 Scheduled Reinforcements

8.2.1 The game turn designated for a group of reinforcements is the earliest turn it can enter. Non-motorized, orange MA, and green MA reinforcements arrive and enter play during the friendly Movement Phase only. Motorized units may enter either in the friendly Movement Phase or the friendly Motorized Movement Phase.

Play Note: Due to differing sequences of play, Axis motorized units obtain maximum movement when entered during their friendly Movement Phase, while Soviet motorized units move farthest when entered during their friendly Motorized Movement Phase.

8.2.2 Scheduled reinforcements cost no VPs.

8.2.3 Air units entering as reinforcements go directly to the Ready Box unless specified otherwise. Air units going to Ready Boxes do not check for readiness unless it is a Storm turn. Air units going to Flown or Damaged Boxes do check for readiness unless Scenario instructions specify otherwise.

8.2.4 UR/MG units created by expending RPs always enter play during the Replacement Phase [20.3.2].

8.3 Special Reinforcement Pools

These pools represent groups of units that can be brought into play, but only at the expense of other off-map combat areas. Special Reinforcement Pool groups for both sides enter play as normal reinforcements on the turn each group is selected.

8.3.1 Soviet Pools. Only after obtaining an “R” result on the Soviet Replacement Table is it possible for the Soviet Player to enter one Special Reinforcement group (there may be several available). The option to enter one group must be exercised on the turn it is received. If no group is currently available (all have been chosen or earliest turn of entry has not arrived) the option to enter cannot be exercised—it is lost. When the chosen
group is removed from the set-up card for entry, adjust the VP track for any Soviet VP penalty. Some groups have multiple turns of entry. A group can be chosen if any units are eligible to enter on the current game turn. Remaining group units that enter later are treated as scheduled reinforcements (a good idea is to place these units ahead on the Turn Record Track to enter on allowed turns). An additional “R” result is not needed to bring these remaining units in, and there is no additional VP cost.

8.3.2 Any Axis Special Reinforcement Pool group may be entered automatically at the Axis Player’s discretion if the group is allowed to enter play that turn. There is no limit to the number of eligible Axis groups that may enter on one game turn. As the units are removed for entry, adjust the VP track for any Axis VP penalty.

8.4 Rebuilt Units

Each Unit Rebuilding Chart has an Active Box to hold units rebuilt from the Cadre Box [20.2.2a]. These units may enter the map as reinforcements during any friendly Reinforcement Phase either by:

a. being placed on any supplied friendly city or major city not in an enemy ZOC (such units may move normally after being placed), or

b. entering the map through any friendly map-edge hex designated as a friendly Supply Source.

8.5 Untried Soviet Militia

Some Soviet Militia counters have a printed reverse side showing unknown values. These are Untried Militia units [22.10.2]. In most scenarios, these units enter play during the Soviet Reinforcement Phase on their Untried sides after being drawn randomly from an opaque cup. The Untried side of each Militia unit bears the name of the Soviet city/major city where it was raised. This is the designated placement city. Each Untried Militia unit drawn must be placed on or within five hexes of a designated placement city hex (do not count the city hex, but do count the hex of placement). Untried Militia units cannot be placed in a hex adjacent to an Axis unit.

8.6 Withdrawals

A Set-Up Card may indicate that units should be withdrawn.

8.6.1 On the designated turn, the units to be withdrawn are removed from the map in the Reinforcement/Withdrawal Phase. Units may be at reduced strength; so long as a withdrawing unit has at least one step remaining, it may withdraw without penalty. If a withdrawing unit has been destroyed and has not re-entered the game, the owning player must withdraw another unit with the same unit type symbol and equal attack and defense strengths or pay one VP.

8.6.2 Air units do not carry withdrawal symbols. Any air unit of the type designated for withdrawal will suffice. The air unit can come from the Ready, Flown, Damaged or Destroyed Boxes (even if the planes have been destroyed, the air and ground crews are available to redeploy). Simply remove the air units to be withdrawn from the Air Unit Display during the Reinforcement/Withdrawal Phase.

8.6.3 A player may choose to cancel the withdrawal of any unit, but must pay one VP for each unit not withdrawn.

Play Note: The Active Box on the Unit Rebuilding Chart can be a handy place to store newly received Strongpoints, supply units, scheduled reinforcements, and special reinforcement pools. Enter these units and markers in the applicable game turn phase. Although this is a good way to have everything “in one place,” players may still have a lot of referencing to verify entry hexes and map-edges.

9.0 Air Unit Readiness

9.1 Readiness

During the Air Readiness Phase of each game-turn, roll one die for each air unit in the Flown Box. If the die roll lies within the range (adjust for weather DRMs, which are cumulative) listed in the Flown Box, it is moved to the Ready Box. Units that do not pass the die roll remain in the Flown Box. Don’t make readiness die rolls for Dummy air units: they are automatically placed in the Ready box at the end of the Air Readiness Phase. Roll next for all air units in the Damaged Box. Air units passing the die roll are moved up to the Flown Box. Air units failing the die roll remain in the Damaged Box. Units starting in the Ready Box automatically remain in that box, unless the weather die roll result includes Storms.

9.2 Storm

On any Storm turn, all air units of both sides that start the Air Readiness Phase in the Ready Box (including reinforcement and replacement air units) are immediately placed in the Flown Box. Each unit must pass the Air Readiness die roll to be returned to the Ready Box [see the Air Operations Card].

9.3 The Destroyed Box

Air units in the Destroyed Box do not check for Air Readiness. The only way out of the Destroyed Box is through the receipt of Air Replacement Points or Withdrawal [8.6.2].

10.0 Ground Movement

Each player may move some or all of his eligible ground units during the friendly Movement, Motorized Movement, or Reaction Movement Phases of each game turn.

Important Note: To simulate fundamental differences between the Axis and Soviet armies, the respective player turns are not identical [refer closely to the Expanded Sequence of Play]. Also, Axis and Soviet units often move at differing rates during some of these movement phases. For example, Axis motorized units have full MA during their Movement Phase, but Soviet motorized units move at only one-half MA during their Movement Phase. Refer closely to the Movement Phase Chart on the 11x17 Chart Card.

Note One: During the Movement and Motorized Movement Phases, Out of Supply markers do not prevent unit movement.

Note Two: Fractions are retained when printed MAs are halved or increased, but are only usable when utilizing road movement [Refer to the Movement Point Conversion Table on the 11x17 Chart Card]. Fractions are also used when entering City/ Major City hexes.
10.1 Friendly Movement Phase

10.1.1 Axis units receiving replacements must be designated before any movement in the Axis Movement Phase and cannot be moved during the entire Axis Player Turn. Designated units can be turned, marked with spare markers, or have Receiving Replacements markers placed on them. There are a limited number of these markers; feel free to make more. Markers are removed (or units realigned) during the Game Turn Interphase.

10.1.2 For Soviet and Axis unit types allowed to move during their respective friendly Movement Phases, refer to the Movement Phase Chart on the 11x17 Chart Card.

10.1.3 Specialized forms of movement allowed during the respective Soviet and Axis friendly Movement Phases are:

a. Railroad Movement. The MA for ground combat units, MSUs, and Dumps being transported by rail is sixty (60) connected friendly rail hexes [11.1].

b. Strategic Movement. Any qualifying MSU or ground combat unit (except Armored Trains and Flotillas) with an MA greater than zero may move at one and one half times its normal MA [11.3].

c. Overrun Movement. Axis and Soviet motorized units and stacks may qualify for Overrun. Lack of odds, overlapping ZOCs, weather, or terrain can prevent Overrun [11.4].

d. Reinforcements. All Soviet and Axis reinforcements are eligible to enter and move during their respective friendly Movement Phases. Soviet and Axis non-motorized, orange MA and green MA ground combat units, MSUs, and Dumps can only enter during their respective Movement Phases.

10.1.4 Specialized forms of movement allowed only during the Soviet Movement Phase are:

a. Soviet Armored Trains may move through up to forty-eight connected friendly Soviet rail hexes if moved during this phase. Axis Interdiction can reduce an armored train’s movement rate [11.1.1 and 11.1.6].

b. Soviet Flotillas may move through up to sixteen connected major river, coastal, or sea hexes if moved during this phase. Axis Air Interdiction can reduce a flotilla’s movement rate [11.2.1].

10.1.5 Specialized movement allowed only during the Axis Movement Phase is:

• Infiltration Movement. Axis motorized units with MA of seven or greater may expend their entire MA to move directly from one enemy ZOC to another when not prohibited by weather, terrain, or supply. (Soviet motorized units cannot conduct this movement during their Movement Phase [11.5.1].)

10.2 Motorized Movement Phase

10.2.1 Soviet units receiving replacements must be designated before any movement in the Soviet Motorized Movement Phase and cannot be moved during the entire Soviet Player Turn. Soviet units are designated and undesignated identically to Axis units [10.1.1].

10.2.2 For Soviet and Axis unit types allowed to move during their respective Motorized Movement Phases, refer to the Movement Phase Chart on the 11x17 Chart Card.

10.2.3 Specialized forms of movement allowed during the respective Soviet and Axis Motorized Movement Phases:


b. Reinforcements. Only Soviet or Axis motorized reinforcements may enter and move during their respective Motorized Movement Phases.

10.2.4 Specialized forms of movement allowed only during the Soviet Motorized Movement Phase:

a. Infiltration Movement. Soviet motorized units with MA of seven or greater may expend their entire MA to move directly from one enemy ZOC to another when not prohibited by weather, terrain, or supply. (Axis motorized units cannot execute Infiltration Movement in their Motorized Movement Phase since they can expend only one-half of their MA [11.5.1].)


Play Note: Because the Soviet Motorized Movement Phase occurs before the Soviet Movement Phase, the Soviet player may want to mark flotillas and armored trains which move in the Motorized Movement Phase. The units can be turned, or Activated markers can be used.

c. Soviet non-motorized unit activation. Soviet in-range HQs with non-interdicted command points can activate one non-motorized unit (including orange MA or green MA units) per command point. Activated units move up to their full MA. Unless not allowed by Non-Op Soviet HQs [22.2.4b], each HQ can also activate one in-range Guards unit [22.8] at no command point cost (even if a HQ command rating has been reduced to zero). Place an Activated marker on each activated unit to indicate no movement in the Movement Phase. The markers are removed during the Game Turn Interphase.

Note: This section draws upon several later rules sections: 22.1.1, Command Range; 22.1.2, Command Range and Activation; 22.2.2 and 22.2.4, Non-Op HQ Restrictions; and 13.2.5a, Interdiction Effects.

10.3 Friendly Reaction Phase

10.3.1 Only Soviet and Axis motorized units may move in this phase, and they may only move up to half of their MA [14.1].

10.3.2 Several conditions may limit or prevent Reaction Movement [14.1.1].

10.4 How To Move Ground Units

Procedure: Move units or stacks one at a time, tracing a path of contiguous hexes through the hex grid. Each unit spends a certain number of MP’s from its MA [See
How to Read Units Card] to enter each hex or cross certain hexsides [See Movement Point Cost Chart].

Note: Movement can be reduced or eliminated entirely by lack of supply, terrain, weather, interdiction, or enemy ZOCs. It can be increased by using road, strategic, or railroad movement.

10.5 Movement Restrictions

Note: Advances and retreats [covered later in 16.6 and 16.7] are not considered movement. Advancing and retreating units do not expend movement points (MPs).

10.5.1 Units move from hex to adjacent hex. A unit cannot jump over a hex.

10.5.2 There is no limit to the number of friendly units which can pass through a single hex during a game turn. However, stacking limits apply at the end of each friendly Movement Phase and during retreats.

10.5.3 A unit can move only once during a friendly Movement Phase. Normally it cannot spend more movement points than are contained in its movement allowance in any friendly movement phase when it moves.

Exception: One Hex Movement. A unit may be able to move one hex during a friendly Movement Phase even if it lacks sufficient movement points to do so. The movement must be made into an adjacent hex whose hexside and hex terrain is not prohibited to the moving unit. The moving unit cannot have expended any movement points prior to executing One Hex Movement. Unless the moving unit qualifies for Infiltration Movement [11.5], One Hex Movement cannot be made from a hex in an enemy ZOC to an adjacent hex also in an enemy ZOC. Overruns cannot be conducted when using One Hex Movement [11.4]. Motorized units bearing Out of Supply markers cannot use One Hex Movement during the Reaction Movement Phase. Subject to the restrictions above, any friendly unit qualified to move during any friendly Movement Phase may exercise One Hex Movement.

10.5.4 Units are never forced to move. Unused MPs cannot be accumulated for later use or transferred to other units.

10.5.5 Units can be moved together as a stack. The movement allowance of the stack is that of the slowest unit in the stack. The moving player may split up a moving stack by declaring that the stack is splitting. The stack ceases movement temporarily. The moving player now moves the units to be split off from the stack up to the extent of their remaining MAs. The moving player returns to the reduced stack and may continue moving it up to the extent of the MA of the slowest moving remaining unit. Splitting off units can occur more than once during a given stack's movement. As an alternative, units in a stack can be “dropped off” in any hex the stack enters (a good way to lose slow units and allow a stack to move farther). Stacks cannot pick up or add units while moving. Once a stack has ceased moving in a movement phase, other units may be moved into its hex (up to stacking point limits).

10.5.6 A friendly unit can never enter a hex containing an enemy ground combat unit. It can move through friendly occupied or controlled hexes (those not in an enemy ZOC) at no extra MP cost.

10.5.7 Subject to terrain or scenario restrictions, movement (or retreat) between adjacent maps during game play is allowed. Unless specifically allowed by scenario instructions, movement off a map-edge (not between maps) is prohibited. Units forced to retreat off a map-edge are removed from play and placed in the Cadre Box.

10.5.8 Scenario instructions may prohibit movement of some or all units during specified game turns, or may prohibit movement into or out of certain map areas. For example, units of one or both sides may not be allowed to cross national boundaries during certain game turns.

10.5.9 Non-operational Soviet HQs restrict Soviet unit movement within their Command Range [22.2.5h].

10.5.10 Some units must pay motorized movement costs, but do not move in the friendly Motorized Movement Phase (unless activated by a Soviet HQ) or Reaction Phase. They are:

a. Axis and Soviet super-heavy artillery (green MA) [22.7]

b. All other Soviet artillery, Axis artillery, or Soviet AA units (orange MA)

c. Soviet and Axis MSUs with MA of eight (truck symbol and orange MA)

10.5.11 Additionally, super-heavy artillery of both sides (green MA) is very restricted in where and how it can move. Allowed movement:

a. Railroad movement [11.1]

b. Along connected main road or motorway hexes at a rate of one MP per hex during all weather conditions. Strategic movement may be used when all conditions are met [11.3].

c. Along connected minor road hexes at a rate of one MP per hex in Dry Weather turns only. No movement is allowed during Mud Weather turns or Linger-Mud turns. Strategic movement cannot be used.

10.6 Zone of Control Effects

10.6.1 Friendly ZOCs do not affect friendly unit movement.

10.6.2 Enemy ZOCs almost always affect friendly movement. The two primary exceptions are: Overrun Movement [11.4] and Infiltration Movement [11.5].

10.6.3 Friendly units may enter enemy ZOCs using all types of movement except:

a. Strategic Movement

b. Railroad Movement (However, armored trains, being built to fight on the rails, may enter an enemy ZOC.)

c. Friendly units using Reaction Movement may only enter an enemy ZOC if the hex already contains one or more friendly ground combat units.

10.6.4 Friendly units entering an enemy ZOC must pay one additional MP.

Exception: Reaction Movement. The hex entered must contain one or more friendly ground combat units. If a friendly unit does not have the necessary MP, it cannot enter the hex. Infiltration and One Hex Movement

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are not affected, because a friendly unit’s entire MA is expended to cover all terrain and ZOC costs associated with moving the one hex.

10.6.5 Friendly units entering an enemy ZOC must stop moving immediately except when using Overrun Movement [11.4].

10.6.6 Friendly units cannot move directly from one hex in an enemy ZOC to an adjacent hex also in an enemy ZOC except when using Infiltration Movement [11.5].

10.6.7 Friendly units may begin ground movement by exiting a hex in an enemy ZOC, move through one or more hexes not in an enemy ZOC, and then re-enter a hex in an enemy ZOC if enough movement points remain unless using Reaction Movement. (Reacting units cannot begin movement in an enemy ZOC [14.1].)

Reminders:
- Retreat is not movement. ZOC effects for retreat are governed by Retreat Rules.
- ZOCs do not extend across major river/inland sea/lake hexsides (except during Snow) or into major city hexes.
- Weather has a major impact on ZOC projection. Refer closely to the Combat Effects Chart: changing weather can allow ZOCs to be projected across hexsides where it was previously not possible. Refer closely to the Effects on Movement Chart: units can lose the ability to project ZOCs; during Mud turns, motorized units can only project ZOCs into adjacent city or town hexes, and through hexsides crossed by roads or RRs.

10.7 Terrain Effects

Refer to the Terrain Key to visually identify all types of terrain contained on the maps.

10.7.1 Ground units expend movement points (MPs) to enter and pass through (or occupy) hexes. They do not expend MPs to exit hexes. Each terrain type may affect movement through hexsides or into hexes.

Note: Except for Flotillas, Super-Heavy Artillery, and Armored Trains, a ground unit’s MA represents the number of clear terrain hexes it can move through in Dry weather.

10.7.2 The Movement Point Cost Chart (MPCC) identifies:
- All terrain types
- Movement point costs to cross or enter each terrain type based upon unit type and weather condition.

10.7.3 Each map hex contains one or more terrain types. Where a single hex contains more than one type (for example: clear and hill), units not on roads pay the highest MP cost to occupy the hex. For example, in dry weather a unit not moving on a road would pay 2 MPs to occupy a hex containing both clear and hill terrain. Generally, units using road or railroad movement pay reduced MP costs to enter or occupy map hexes.

10.7.4 Hex or hexside terrain which carries a plus (+) sign, adds the indicated number of MPs onto the highest hex terrain cost when units not on roads cross a hexside or occupy a hex with (+) terrain.

Example: [Refer to the MPCC and the example below]. The weather is dry. An Axis motorized unit with MA of seven has expended no MPs, but now crosses Hexside A (a river hexside) and occupies hex B. This one hex move costs the motorized unit five movement points (two MPs for the hill terrain, +2 MPs for the woods, and +1MP for crossing the river).

10.7.5 Terrain effects and Railroad Movement. Units using Railroad Movement pay a flat rate of one MP to enter and occupy each hex on the rail line regardless of hexside or hex terrain.

10.7.6 Units moving from hex to hex along rail lines (as opposed to utilizing railroad movement) receive three movement benefits:
- When entering a hex with woods terrain, the MP penalty is reduced by one in all weather.
- When crossing a river or major river hexside on a rail line, the movement penalties for both types of hexside terrain are negated. Crossing units do pay the terrain costs to enter the hex on the far side of the river/major river crossed.
- Motorized units (or those with orange or green MAs) may enter a swamp hex.

10.7.7 Dry Weather Road Movement. Units moving directly from hex to hex along a road (the road symbol crosses each hexside) expend MPs at the applicable road movement rate, instead of paying the hexside and hex terrain costs. Refer to the MPCC and the example below.
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hexsides C and F. A minor road crosses hexside D.

**Case One.** A unit enters the hex using road movement and ends movement in the hex. The MP cost to make this move through hexsides C or F along a main road is one-half MP. The cost for using the minor road through hexside D is one MP.

**Case Two.** A unit enters and passes through the hex while remaining on the same road type. The unit enters the hex on the main road through hexside C, remains on the main road as it crosses the hex, and enters the adjacent hex through the main road crossing hexside F. The MP cost is one-half MP to cross hexside C and another one-half MP to cross hexside F.

**Case Three.** Movement through the hex using different road types. A unit entering through the minor road hexside will pay one MP because the hex contains non-clear terrain. If the unit continues moving by road it will change road types and cross hexsides C or F along a main road where the cost to enter either adjacent hex will be one-half MP. Total cost: one and one-half MPs. (Moving in the opposite direction costs the same.)

**Exception:** Road entry still negates river hexside costs.

**Design Note:** Barbarossa is not a tactical-level system. There is no "half on-road/half off-road" calculation.

**Example One:** A motorized unit enters the example hex through road hexside C, but exits through non-road hexside E. It pays four MPs for the example hex terrain (two MPs for hills plus two MPs for woods), plus one MP to enter clear terrain hex E, for a total of five MPs expended.

**Note:** Moving through more hexes using road movement would cost fewer MPs. The motorized unit can enter the example hex through road hexside C, exit through road hexside F, stay on the road in hex F, and exit through the road hexside into hex E, for a total of one and one-half MPs expended.

**Example Two:** A motorized unit enters the example hex through road hexside C, but exits through non-road hexside A. The unit again pays four MPs for the example hex terrain. It pays one MP to enter clear terrain hex A, plus one MP for crossing an unbridged river hexside, for a total of six MPs expended.

10.7.8 Road movement during Non-Dry weather conditions:

a. **Motorways.** No weather condition degrades movement along a motorway. It always costs one-half MP to enter a hex on a motorway.

b. **Main roads.** During Mud and Snow weather turns, the MP cost to enter any hex on a main road increases to one MP per hex.

c. **Minor roads.** [refer closely to the MPCC]

1. **Frost and Snow weather.** It costs one MP to enter a clear hex on a minor road and two MPs for all other terrain.

2. **Mud weather (or lingering mud in woods hexes).** [Refer to the Mud Column on the MPCC]. Instead of expending one-half MP (Dry weather cost) to enter a clear terrain hex on a minor road, it now costs two or three MPs. All non-clear hexes require expending MPs at the Mud Column rate for all hex terrain except woods which are ignored.

**Example:** Go back to the second figure on page 12. If hexside D is crossed in either direction, it will cost three MPs. Both contain hill terrain which costs three MPs during mud turns. Both hexes also contain woods; but because movement is along the minor road, they are ignored. If both hexes sharing hexside D were clear terrain hexes, the MP cost to enter either hex on the minor road would be two MPs for:

- Axis/Soviet non-motorized units that do not have orange or green colored MAs
- Soviet Armor units

The MP cost would be three MPs for all other units except for green MA units, that cannot move at all on minor roads in Mud.

10.7.9 Major Rivers. There are four allowable methods for crossing a major river hexside:

a. Cross on a road bridge hexside, paying normal road movement rates to enter the hex on the other side of the major river.

b. Cross through a Bridge Unit or a hexside with a railroad bridge, paying the hex terrain cost of the hex entered on the other side of the major river.

c. Cross non-bridged major river hexsides during Dry, Mud, or Frost turns: A unit must begin its Friendly Movement Phase (not Reaction or Motorized Phases) adjacent to the major river hexside to be crossed. The unit's entire MA is expended, and the unit is moved to an adjacent hex on the other side of the major river.

d. Cross non-bridged major river hexsides during Snow turns. Major rivers become frozen and major river hexsides become +1MP hexsides which can be crossed during the course of normal movement.

**Exception:** All artillery units must cross major river hexsides only on road/railroad bridges or Bridge Units, regardless of weather condition.

10.7.10 Inland Sea/Lake hexes and hexsides. These splendid defensive barriers become non-existent during Snow Turns. Consult the MPCC for Snow turn terrain costs. Once frozen, these hexes and hexsides do not "thaw" for the remainder of the scenario being played.

10.7.11 Swamps. During dry and mud turns, motorized and orange MA units can only enter (and exit) swamp hexes through hexsides crossed by roads or railroads. No cross-country movement is allowed—these units cannot leave roads or railroads in swamp hexes. During Frost and Snow turns, swamps can be entered through any hexside (the swamps have frozen), but motorized and orange MA units must pay the applicable swamp terrain cost.
Play Note: If motorized or orange MA units occupy a non-road swamp hex on a turn when the weather becomes Dry or Mud, they have problems. Unless they can utilize one-hex movement to move into an adjacent non-swamp hex, they cannot move or retreat until the swamp hex re-freezes.

10.7.12 Major city hexes. Because ZOCs do not extend into major city hexes, friendly units may:

a. Exit a major city hex and move directly into an adjacent hex in an enemy ZOC (where movement must stop).

b. Enter a vacant adjacent major city hex, paying normal movement point costs, and exit the major city hex if there are sufficient movement points to do so.

11.0 Specialized Movement

11.1 Railroad Movement

11.1.1 Any ground combat or non-combat unit in General or Emergency Supply can move by railroad. To do so, the unit must begin on a railroad hex at least three hexes (at least two hexes intervening) from an enemy ground combat unit and not be in an air zone of interdiction [13.2.1]. The railroad used must form part of a railroad net [6.4]. Axis super-heavy artillery units can only use railroad movement when on their mobile sides.

11.1.2 A unit can use railroad movement as many times as desired during a game but only once per game-turn. Units conduct Railroad Movement only during the friendly Movement Phase. They can move up to 60 hexes along friendly connected railroad hexes, changing railroads only in hexes where two or more rail lines join. Each hex entered costs one railroad movement point. A unit moving by rail cannot otherwise move during that Movement Phase. A unit moving by railroad can never be moved within three hexes of an enemy ground combat unit (two intervening hexes), and can never enter an enemy ZOC.

Exception One: Soviet Armored Trains [22.5.1] may move in either the Movement Phase or Motorized Movement Phase (but not both), and enter enemy ZOCs and engage in combat, but they may only move a maximum of 48 connected rail hexes.

Exception Two: Axis S-H Railroad Artillery complies with para 11.1.2 above, but moves according to the RR MA on each counter.

11.1.3 Rail Capacity: Both sides can use railroads to move a limited number of stacking points each game-turn. This is the Rail Capacity, and is listed in scenario instructions [see Play Book]. Armored trains do not count against rail capacity. An HQ or a unit with zero stacking value uses one stacking point of rail capacity. An MSU (one ASP) uses one stacking point; a Supply Dump (two ASPs) uses two stacking points of rail capacity.

11.1.4 Reinforcements for both sides may enter play using railroad movement. They count against Rail Capacity during the game-turn of entry.

11.1.5 Every rail hex in any Zone of Interdiction costs twelve (12) Rail MPs to enter [13.2.2].

11.2 Flotilla Movement

11.2.1 Flotilla units may only move between hexes connected by major river, canal, coastal, or sea hexesides. Each hex entered costs one flotilla MP (Note: each hex in any Zone of Interdiction costs four flotilla MPs to enter).

11.2.2 Flotillas can move in the friendly Movement or friendly Motorized Movement Phase, but not both in the same turn.

11.2.3 Major river movement: Major river terrain covers the hexsides of two adjacent hexes [See below].

The flotilla occupies a coastal hex. It may enter hexes A,B,C or D, E, or F at a cost of one MP per hex.

11.2.4 Coastal and sea hexes: Flotillas move between connecting coastal, major river, or sea hexes at a cost of one MP for each hex entered. See example below.

11.2.5 Canal hexes. Unlike major rivers, canals only occupy one hexside. Flotillas cannot move cross-bank on canals, but may move from hex to hex containing the hatched canal symbol at a cost of one flotilla movement point per hex. Flotillas can also move through hexsides where canals and major rivers meet.

11.2.6 Flotillas cannot enter enemy-occupied hexes and must cease movement upon entering an Enemy ZOC.

11.3 Strategic Movement

11.3.1 Most ground units of either side can use strategic movement. To be eligible, the unit must:

a. have an MA greater than zero.

b. begin its movement phase on a minor road, road, or motorway hex. (Flotillas and armored trains are ineligible for strategic movement).
11.3.2 Eligible units can conduct strategic movement during their Movement Phase only. Increase their movement allowance for this phase by half. Refer to the MA Conversion Table on the 11x17 Chart Card.

11.3.3 Any unit conducting strategic movement moves solely along motorways, main, or minor roads (not railroads). A unit can conduct strategic movement only once each game-turn it is eligible.

Play Note: Not all Axis units can use the motorway for road or strategic movement. [Refer to MPCC note (f).]

11.3.4 Weather does not affect roads for strategic movement. During Mud turns, other terrain costs apply in minor road hexes, but units may still perform strategic movement through those hexes.

11.4 Overrun

An overrun is an attempt to move into an enemy occupied hex. Although it bears some resemblance to combat [15.0], overrun is a function of movement. During the friendly Movement or Motorized Movement Phase, any motorized combat unit or stack of motorized units which can achieve minimum odds [11.4.2.a] can attempt to overrun an enemy unit or stack.

11.4.1 Only motorized units are eligible to conduct overruns; and only one unit, or stack of units (up to ten stacking points), can conduct a single overrun. Units in an overrunning stack must begin their movement stacked together and remain stacked during the overrun.

11.4.2 Restrictions.

a. Odds Ratio. The overrunning unit or stack must achieve a minimum odds ratio. Odds must be at least 5-1 if the motorized unit or the entire motorized stack is German, or at least 7-1 for all other non-German motorized units or stacks containing one or more non-German units. All Soviet overruns must meet the 7-1 odds ratio.

b. Weather. Overruns are not allowed during Mud or Snow weather turns, or into hexes affected by Lingering Mud.

c. Terrain. Overruns cannot be conducted under any circumstances through major river hexes or inland sea/lake hexes (bridged or non-bridged), or into mountain hexes or alpine hexes. Other terrain features carry partial restrictions:
   - Swamp or marsh hexes may be the targets of overrun only during Frost weather turns.
   - City hexes, major city hexes and all fortification hexes may be the target of an overrun if the basic odds level is at least 12-1 and a motorized engineer unit is part of the overrunning stack.

d. Multiple Enemy ZOCs. A unit may not conduct an overrun from a hex that is in the ZOC of enemy units in more than one hex. See example below.

11.4.3 Procedure:

a. Move the overrunning unit or stack adjacent to the overrun target hex, paying normal terrain and ZOC costs. Declare the overrun. If the overrunning unit/stack begins its Movement Phase adjacent to the overrun hex [but remember 11.4.2d], simply declare the overrun.

b. Each overrunning unit spends one movement point as the overrun MP cost plus the terrain cost for the hex occupied by the unit(s) to be overrun (pay road costs when the two hexes are connected by a road). There is no additional cost to enter a ZOC in the overrun hex.

Example: If the overrun hex is hill terrain, the total MP cost is 1 MP to overrun plus 2 MP for the hill (for a total of 3 MP), plus the cost to cross the hexside (if any).

c. Leave the overrunning stack in the hex adjacent to the overrun hex. Units not eligible to overrun can remain adjacent but cannot participate.

d. Total the attack strength of the overrunning unit or stack.

e. Total the defense strengths of all enemy units in the overrun target hex.

Note: Overruns may be attempted against single Untried units or stacks containing Untried units. Untried units in the target hexes affected by Lingering Mud.
hex are flipped to their Tried side. If the overrunning unit or stack cannot generate minimum necessary odds after any Untried units are revealed, the overrun attempt is cancelled, and movement for the overrunning unit or stack ceases. If zero strength units are revealed, they are removed from play immediately. If removing a zero strength unit leaves the overrun target hex vacant, no overrun occurs. The overrun cost assessed against the overrunning unit or stack is reversed. The overrunning unit or stack must now enter the vacant hex, paying normal movement costs to do so. The former overrunning unit or stack is free to continue moving (and perhaps execute additional overruns) up to the limit of available MPs.

f. Now compare the attack strengths of the units conducting the overrun to the defense strength of the unit(s) in the overrun target hex to determine whether any odds DRMs apply to the overrun. [Refer to the Overrun Table.]

g. Combine any Defender Disadvantage DRMs with Attacker Odds DRMs for a total attacker DRM. [Refer to the Overrun Table.]

h. Offset the total Attacker DRM with Defender Terrain DRMs (which are cumulative). The net overrun DRM after offsetting can not exceed +3/-3. [Refer to Overrun Table.]

i. Now roll one die and refer to the Overrun Table. Apply the net overrun DRM to the number rolled.

j. If the overrun is successful, the defending units are retreated by the overrunning player two hexes. If a step loss is required, only one step is removed from the unit or stack that was overrun (one-step units removed to satisfy step losses are placed in the Cadre Box). The surviving units are then retreated as above. Units which are retreated as a result of an overrun cannot be retreated through an enemy ZOC, unless that hex contains a friendly unit. Units forced to retreat through an enemy ZOC are removed and placed in the Cadre Box.

k. Supply Dumps, Bridge Units, and Super-Heavy Artillery units on their firing sides in the overrun target hex cannot be retreated during an overrun and remain in play only if the overrun fails. These units are removed if the overrun succeeds. (Super-Heavy Artillery goes to the Cadre Box; Dumps and Bridge Units are set aside for re-use.) An MSU suffers the fate of the combat units with which it is stacked. Dumps, MSUs and bridge units cannot be removed to satisfy overrun step losses; Super-Heavy Artillery units can.

l. Place the overrunning unit/stack in the vacated hex. If that hex is in the ZOC of an enemy unit, the overrunning stack's movement is finished for the phase unless it can perform another overrun against the unit(s) in the hex projecting the ZOC. If the hex is not in an enemy ZOC, the overrunning unit/stack can continue moving, to the limit of its remaining MA, and can conduct additional overruns if sufficient movement points are available.

m. If the overrun fails, the overrunning units remain in their currently-occupied adjacent hex; they cannot move for the remainder of the phase. They can, however, conduct regular combat during the ensuing Combat Phase.

11.4.4 Mark units that are retreated from the overrun target hex with an Overrun marker. A unit bearing an Overrun marker:

a. Loses its ZOC into all six adjacent hexes, and

b. Cannot conduct fire support (if it is an artillery unit, and

c. Is not eligible for Reaction Movement [14.1.1d]. Additionally,

d. Attacks and overruns against a unit that already bears an Overrun marker receive a -1 DRM.

e. HQs that have received an Overrun marker are flipped immediately to their Non-Op side [22.2.3b ].

Note: Overrun markers on Soviet units are removed during the Axis Engineering Phase. Overrun markers on Axis units are removed during the Soviet Engineering Phase.

11.4.5 As long as a hex qualifies as an overrun target hex, the enemy units in that hex can be the object of more than one overrun attempt. (Even if the first overrun was not successful, other qualifying friendly units could also attempt to overrun the stack.) After being retreated in an overrun, that same defending force could be the object of additional overrun attempts by the same successful group of overrunning units ( or by other groups).

11.5 Infiltration Movement

Only ground combat units with yellow MAs may perform Infiltration Movement (that is, move directly from one enemy ZOC to another enemy ZOC).

11.5.1 Infiltration Movement can only take place in the movement phase where the qualifying units are allowed to expend their entire MA. Axis motorized units may only use Infiltration Movement during their Movement Phase. Soviet motorized units may only use Infiltration Movement during their Motorized Movement Phase.

11.5.2 Infiltration Movement costs the unit's entire MA (thus an infiltrating unit cannot perform Overrun). Units bearing Out of Supply markers cannot utilize Infiltration Movement [6.7.2].

11.5.3 Infiltrating units must begin their movement adjacent to an enemy unit and in an enemy ZOC.

11.5.4 Infiltration Movement is not allowed into hexes containing non-destroyed enemy Strongpoints or across non-destroyed enemy fortified line hexes.

Note: Infiltration Movement is similar to One Hex Movement, movement across unbridged major river hexes, and movement into or out of major city hexes. Although many units can execute these forms of movement, only those units with yellow MAs can perform Infiltration Movement.

11.5.5 Infiltration Movement is not allowed during Mud weather turns. [See Additional Effects to Movement Table.]

11.6 Untried UR/MG Movement

Normally, Untried Ukrepnyoni Raion or Machine gun (UR/MG) units [22.9] do not have their strengths and MAs revealed until these units are flipped during combat odds determination; however the Soviet
player may reveal them during the Soviet Movement Phase.

11.6.1 After the Soviet Player has moved all desired units with known movement values, he may flip Untried UR/MG units to their Tried sides.

11.6.2 UR/MG units with MA greater than zero may now move normally. Those with zero MA must remain in the hex they occupy.

11.6.3 UR/MG units with zero defense strength are removed from play immediately and put back in the opaque UR/MG cup where they may be redrawn.

11.7 Friendly Air /Sea Transport

11.7.1 All airborne type units, all MSUs, and Soviet HQs can move by air transport.

11.7.2 Air transported units must start on a friendly town, city, major city hex, or from the Ready Box of the friendly Air Unit Display. They can be moved any distance, without regard to terrain, to another friendly town, city, or major city hex. Air-transported units are landed after all movement ceases in the friendly Movement Phase; they cannot move until the next friendly Movement Phase.

11.7.3 Air transport cannot be opposed by enemy fighters or by AA Fire.

11.7.4 A unit cannot be transported to or from a hex in an enemy Zone of Interdiction [13.2.6].

11.7.5 A unit cannot be transported to or from a hex adjacent to an enemy ground combat unit.

11.7.6 No air transport is allowed into or out of a town hex during Mud weather unless an engineer unit is present in the town hex [22.3.3].

11.7.7 Each player may perform a limited number of air transport missions during the game [See Scenario Instructions]; they may only perform one air transport mission per friendly Movement Phase.

11.7.8 Sea and Amphibious Transport. Sea transport occurs after all other on-map movement ceases in the Soviet Movement Phase. Amphibious landings occur after all other on-map movement ceases in the Soviet Motorized Movement Phase. Consult the Playbook for both procedures.

12.0 Attack Declaration

Before an attack can take place, it must be declared. The Axis Player declares all attacks after all movement is completed in the Axis Movement Phase. The Soviet Player declares all attacks after all movement is completed in the Soviet Motorized Movement Phase. Place a “Declared Attack” marker on each eligible defender hex targeted by an attack.

12.1 Which Units May Attack

12.1.1 The moving player commits friendly ground combat units with attack strengths greater than zero that are located adjacent to enemy units in hexes where attacks are allowed [12.5]. Zero attack strength units cannot attack.

12.1.2 Friendly and enemy in-range artillery is not taken into account during the Attack Declaration process.

12.2 Attacking is Voluntary

12.2.1 Friendly ground combat units adjacent to enemy units are not obligated to attack. There can be cases where several friendly ground combat units are adjacent to an eligible defender hex, but not all of them are included in a declared attack on the hex.

12.3 Minimum Attack Odds

12.3.1 The minimum allowable initial odds level for declaring an attack is one to four.

12.3.2 Odds are computed at the moment each attack is declared.

12.3.3 Total the attack strengths of adjacent friendly non-artillery ground combat units designated to attack.

12.3.4 Total the defense strengths of all Tried, non-artillery ground combat units in the defender hex(es).

Play Note: The defender designates which artillery units contribute their support strengths during the Defender Reaction Phase [See 14.2]. The attacker designates artillery units during the Combat Phase [15.4]. Defender artillery defense strengths [15.5.5] and Untried unit defense strengths [15.5.4] are also added during the Combat Phase.

12.3.5 If the initial odds ratio is one to four or higher, a “Declared Attack” marker is placed on the defender hex. If the initial odds level is less than one to four, no attack can be declared.

12.3.6 Subsequent defender reaction and allocation of defender artillery support may worsen final attack odds to less than one to four, but any such declared attack must still be made. (Once an attack is declared, it must be executed.) The ultimate choice of which eligible friendly units participate in a given attack is determined by the attacker, with the proviso that the final odds cannot be voluntarily reduced below one to four. (If the friendly attack and support factors are available to allow an attack to take place at one to four odds they must be used. Contrived suicidal attacks at odds of worse than one to four are not allowed.)

12.4 Soviet Mandated Attacks

Any Soviet Mandated Attacks must be identified when declared. The minimum initial odds ratio must be three to two (3-
2) or better. Axis reaction may reduce the final odds to less than 3–2, but the Soviet player may not voluntarily reduce the final odds for any reason—all Soviet units designated to take part in the Mandated Attack must attack during the Soviet Combat Phase.

12.5 Hexes Eligible For Attack

Eligible enemy-occupied hexes must meet one of two conditions in order to be attacked.

12.5.1 Condition One: Enemy units in the hex must project a ZOC into adjacent friendly occupied hexes. Friendly ground combat units can attack from any hex in the defender's ZOC. Friendly ground combat units can attack from these hexes even if they are unable to advance after combat. Example:

Example One: The defender (an artillery unit) projects no ZOC. It can still be attacked by the infantry and armor units because they are eligible to move into the defender hex.

In this example, the weather is dry and the enemy unit in the swamp hex projects a ZOC into each adjacent hex. Both Soviet units adjacent to the defender hex are allowed to attack, but neither can advance because hexsides B and C do not allow motorized units to enter the swamp hex (they are not crossed by roads or railroads). If these Soviet units occupied hexes A and D, they could advance along the roads into the swamp hex.

Example Two: Hexes A and B are potential defender hexes. Hex C contains a friendly unit. All three units exert ZOCs but they cannot project these ZOCs across any major river hexsides. Because enemy ZOCs don't extend into hex C, the friendly unit in hex C may attack either of the defending units without being obligated to attack both of them (or it may attack both). Movement across major river hexsides is allowed, so the movement precondition is met even though the projected ZOC precondition is not.

12.6 Hexes Ineligible For Attack

12.6.1 Attacks cannot be declared against enemy-occupied hexes that

a. Do not project an enemy ZOC into any adjacent hex with friendly ground combat units, and

b. Cannot be entered by friendly ground combat units.

Here are two examples:

In the first example (above), the weather is Dry, and both units are capable of projecting ZOCs; however, neither unit can project a ZOC across hexside A (a lake hexside). Movement across a sea/lake hexside is prohibited [refer to MPCC]. No enemy ZOC is projected into a friendly unit's hex; no friendly unit can enter the enemy hex through hexside A. No attack can be declared.

In the example below, the enemy-occupied hex contains swamp terrain, and the weather is dry. The friendly motorized unit cannot enter hexside A because it is not crossed by a road or railroad [refer to MPCC]. The enemy unit has a No-ZOC band, so it does not project a ZOC into the friendly unit's hex. Again, no enemy ZOC and no friendly movement into the swamp hex means no Declared Attack. (If the friendly unit were non-motorized, an attack could be declared because friendly unit movement into the swamp hex would be allowed).
When any friendly unit attacks, all enemy combat units that project a ZOC into the attacking unit’s hex must be attacked by either the friendly attacking unit in question, or by another eligible friendly attacking unit. If a stack of friendly units is adjacent to multiple enemy units projecting ZOCs into the friendly stack’s hex, as long as minimum initial odds are met, any friendly units are free to attack any or all of the adjacent enemy units.

12.7 Hexes That Must Be Attacked

In this example, the weather is Mud and all hexes are clear terrain hexes. Enemy (Soviet) units occupy hexes A, C, and D. Friendly (Axis) units occupy hexes B and F.

Situation: The Axis player desires to attack the Soviet armored unit with his units in hexes B and F. Given the current positioning of the units, the infantry unit in hex B could not attack the armored unit in hex A.

- The Soviet armored unit does not project a ZOC into hex B (during Mud turns, motorized units only project ZOCs into adjacent hexes through hexides crossed by roads or railroads), but the infantry unit in hex B can enter clear terrain hex A if allowed. The infantry unit meets one of the two prerequisites for attack; however

- Because the infantry unit in hex B is in the ZOC of the Soviet infantry unit in hex D, it must attack that hex too (an attacking unit is obligated to attack every enemy-occupied hex that projects a ZOC into its hex). If another axis ground combat unit with sufficient strength occupied hex E, it could attack the Soviet unit in hex D, freeing the infantry unit in hex B to join in the attack on the Soviet armored unit.

The enemy unit in hex C has no effect because it cannot project a ZOC into hex B. It can be ignored or attacked, but if it is attacked, the Soviet unit in hex D would have to be attacked also (it does project a ZOC into hex B).

12.8 Multiple Hex Attacks

Two or more defender hexes may be targeted in a single declared attack if:

- The provisions of 12.5, 12.6, and 12.7 are met, and
- All attacking units are adjacent to all defending units.

Referring to the figure on the left, the friendly unit in hex B could be designated to attack the enemy units in A, B and D because it is adjacent to all three units (and it meets the other prerequisites for attack). The friendly unit in hex F could not participate in this attack because it is adjacent to only one of the three enemy units (the armored unit in hex A).

13.0 Axis Air Interdiction

Because of overall air superiority, only the Axis player may conduct Interdiction.

13.1 Procedure

13.1.1 During the Axis Air Interdiction Phase, the Axis player can conduct Interdiction missions. [See 17.1 - 17.3 for mission and air combat sequence.]

13.1.2 Surviving Axis mission units cause an Interdiction marker to be placed in the interdicted hex. The marker will indicate Interdiction Level One or Two. The Interdiction Level is determined by totalling the interdiction ratings of the Axis air mission units remaining in the hex. If the total is one, the Interdiction Level is One. If the total is two or more, the Interdiction Level is Two.

13.1.3 Interdiction affects the interdicted hex and the six adjacent hexes; this is called the Zone of Interdiction. Zones of Interdiction may overlap. However, the maximum Interdiction level in any hex is two (2).

13.2 Zone of Interdiction Effects

13.2.1 Only armored trains can begin rail movement in a Zone of Interdiction.

13.2.2 Any units moving by rail (including armored trains) through interdicted hexes spend 12 railroad MPs per interdicted hex instead of the normal one railroad MP per hex. Level Two zones or overlapping zones do not cause any additional effect.

13.2.3 Soviet flotillas pay four flotilla MPs to enter any interdicted major river, canal, coastal, or sea hex instead of the normal one flotilla MP for the hex. Level Two zones or overlapping zones do not cause any additional effect.

13.2.4 Units cannot conduct strategic movement through an interdicted hex, nor may any unit begin strategic movement in an interdicted hex.

13.2.5 All Soviet HQ units within the Zone of Interdiction have their command value reduced by an amount equal to the sum of all Interdiction Levels that affect their hex (maximum of two). Soviet HQ Command Values can be reduced to zero for those HQs with Command Values of One or Two. Each decrease in Command Value can reduce or eliminate the following Soviet HQ capabilities:

a. Activation of non-motorized units during the Motorized Movement Phase [except for Guards units, 22.8.1].

b. Dispatch of Soviet motorized units during the Soviet Reaction Phase.

c. Issuance of Retreat Orders.

d. Allowing multiple artillery units stacked with an HQ to contribute their support strengths to a given combat. [Refer to Interdiction Effects on the 11x17 Chart Card.] The Axis player determines which Soviet artillery units are interdicted and cannot use their support factors.

Note: Because one supplied, in-range artillery unit may always support a combat, even if all available Soviet artillery is interdicted, one artillery unit (Axis player’s choice) may still support.
13.2.6 No Air Transport missions can begin or end on a map hex in a Zone of Interdiction.

13.2.7 Normal movement and supply routes are not affected by interdiction.

Note: Remove all Interdiction markers during each Game Turn Interphase.

14.0 Defender Reaction

After Attack Declaration (and Interdiction if the Axis player is the attacker), the defending player has a chance to make adjustments. Both players can undertake the following actions in their respective Defender Reaction Phases:

14.1 Reaction Movement

This gives the defender the opportunity for local reaction to combat. Thus, if the moving player has declared no combats at the end of his Movement Phase (Motorized Movement Phase for the Soviet player), no Reaction Movement is possible.

14.1.1 During the Reaction Movement Phase the defender may be able to move his motorized units that are within three hexes of a declared combat hex up to half their movement allowance. [Refer to the MA Conversion Table on the 11x17 Chart Card.] A motorized unit is eligible for Reaction Movement if it:

a. does not begin movement in an enemy ZOC, and

b. is within Command Range [22.1.1] of a Soviet HQ (Soviet only) with an available non-interdicted command point, and

c. is not within Command Range [22.2.1] of a Non-Op Soviet HQ (Soviet only). Non-Op HQ effects take precedence over those of operational HQs, and

d. does not bear an Overrun marker or an Out of Supply marker.

14.1.2 A reacting unit cannot move adjacent to an enemy unit or into an enemy ZOC unless it has sufficient movement points (or can utilize One Hex Movement) and a friendly unit already occupies that hex. If it enters a friendly occupied hex in an enemy ZOC, it does not pay the MP cost to enter an enemy ZOC; but it stops immediately for the remainder of that phase. Reaction Movement need not be into the combat that triggered it, or even toward any combat.

14.2 Artillery Support

14.2.1 The defender may commit artillery to declared attacks. Each artillery unit committed adds its support strength to the defense strength of the defender hex(es) of one declared attack during final odds computation in the enemy combat phase. Once it is committed, a defending artillery unit may not transfer its support strength to any other combat.

14.2.2 For which defender artillery units are qualified to support, see Artillery Support Qualifiers section in the Combat pages of the 11x17 Chart Card.

14.3 Retreat Orders

14.3.1 The defender may issue No Retreat or Additional Retreat Orders to defender hexes bearing Declared Attack markers. An Order placed on any hex of a multiple-hex combat applies to all hexes.

14.3.2 The applicable type Orders marker is placed face down on the defender hex. The marker will be revealed during the upcoming enemy combat phase. (Markers can be placed face up if playing solitaire.)

14.3.3 There are no restrictions on the number of Axis defender hexes that may receive retreat Orders.

14.3.4 The Soviet Player is dependent upon Soviet HQs for issuing retreat Orders. A Soviet defender hex must:

a. Be within the command range of an operational Soviet HQ. This HQ must have an available, non-interdicted command point to issue the Order, and

b. Not be within the command range of a Non-Op Soviet HQ. Non-Op HQs cannot issue Orders. Non-Op HQ effects take precedence over those of operational HQs [22.2.2].

14.3.5 Unless negated by a Non-Op HQ [22.2.5e], NKVD units in town, city, or major city defender hexes automatically confer No Retreat status on those hexes without requiring a retreat Order from a Soviet HQ [22.8.2]. Do not place Orders markers on these hexes.

15.0 The Combat Phase

The Attacking player executes the attacks declared during the movement phase in any order desired.

15.1 Close Air Support (CAS)

15.1.1 CAS Mission Sequence. Both players conduct Close Air Support (CAS) missions using the air mission and air combat sequence [17.1 - 17.3].

15.1.2 If mission air units remain in a mission hex (a hex bearing a Declared Attack marker) after air combat and AA fire, their CAS ratings will be contributed to that combat. If all remaining mission units belong to one side (attacker or defender) the total of the CAS ratings for those air units is the net CAS DRM for the combat die roll [15.6.5]. If both attacker and defender mission units remain in the defender hex, net out the opposing CAS rating points until the points of only one side remain. This is the net CAS DRM for the combat die roll [15.6.5]. If players desire, they may use the numeric markers in the counter mix to record the net CAS rating.

15.2 Organizing Each Combat

The sequence of resolving Declared Attacks is left entirely to the Attacking Player. As each attack is selected, the Attacking Player must make the final determination of the friendly non-artillery ground combat units that will participate.

15.2.1 Participating units are
a. Friendly non-artillery ground combat units adjacent to the defender hex.

b. Each attacking unit must be in the ZOC of the enemy units in the defender hex, or

c. Each attacking unit must be able to move into the Defender Hex.

Play Note: With the exception of Soviet Mandated Attacks, final units chosen to attack in any Declared Attack may not necessarily be the units designated during the Combat Declaration Phase. However, Declared Attacks cannot be resolved at less than one to four odds if there are adjacent qualifying friendly ground combat units available that would raise the attack to at least the one to four level. Such units would have to be committed.

15.2.2 An enemy-occupied defender hex can be attacked by as many friendly non-artillery ground combat units as can be brought to bear in the six adjacent hexes.

15.2.3 No unit can attack or be attacked more than once per Combat Phase.

Note: Overruns are not attacks.

15.2.4 All units defending a given hex must be attacked as a single, combined defense strength. The defender cannot withhold a unit in a hex under attack.

15.2.5 A given unit’s attack or defense strength cannot be divided among different combat or loaned to other units.

15.2.6 Multiple hex attacks. An attack can involve any number of attacking or defending units and can be directed against more than one defending hex. For the attack to be resolved as a single combat, the conditions of 15.2.1 must be met, and all the attacking units must be adjacent to all the defending units.

15.3 Determining Attack Supply

15.3.1 The Attacking Player declares whether the attack will be Attack Supplied, and designates the MSU or Dump containing the ASP to be expended. At least one ASP must be expended to place an attack in Attack Supply. All attacking units (including artillery) must be able to trace an LOC of seven (or five) hexes to a designated ASP. If not, no ASP is expended, but the attack is not Attack Supplied. More than one ASP can be designated and expended to insure that an attack is Attack Supplied, but no ASP can provide Attack Supply to more than one attack.

Very Important: Units bearing Out of Supply markers suffer no out of supply effects while they are participating in an attack that is Attack Supplied [15.3.2a - d below]. Do not remove their Out of Supply markers. The expended ASP allows such units to function normally during the attack only. After the attack is concluded, the units bearing Out of Supply markers again suffer all out of supply penalties.

15.3.2 If no Attack Supply is provided to a Declared Attack:

a. The Attacking Player adds plus two (+2) DRM to the attack die roll.

b. German Panzer or Motorized Divisions bearing Out of Supply markers cannot receive the Panzer Division Integrity Bonus.

c. The attacker may not allocate artillery support strength to that attack.

d. The attacking force suffers an additional step loss if the final combat result contains an asterisk [*].

15.3.3 The number of combats designated to receive Attack Supply cannot exceed the number of available, in-range ASPs.

15.4 Attacker Artillery Support

The attacker allocates artillery support to each Attack Supplied attack as it occurs. Refer to the combat chart pages of the 11x17 Chart Card for qualifying criteria.

15.5 Basic Odds Determination

15.5.1 The attacking player totals the attack and support strengths of all friendly ground combat units involved in the attack. Terrain and weather can reduce attack and support strengths. Artillery support strength cannot exceed total attack strength. Excess support factors are ignored.

Note: Halving is cumulative, but a group of units involved in a single combat cannot be reduced to less than one strength point. Retain fractions.

15.5.2 Terrain

a. Swamp. Swamp gives no beneficial DRM to a unit defending in it but the combat strength of units attacking from a swamp hex is halved. Artillery unit support strengths are not halved when firing from swamp hexes, but are halved when firing into swamp hexes.

Design Note: Swamps are terrible places to deploy and maneuver ground combat units. Artillery shells with point-detonating fuzes were ineffective in the mire, and setting time fuzes for airburst was an inexact science.

b. Major Rivers. Units attacking across a major river hexside have their attack strength halved, regardless of whether other friendly units in the same combat are on the far bank and are not attacking across a major river hexside.

Exceptions:

• This effect does not apply during Snow Weather turns when major rivers are frozen.

• Artillery support strength is not halved when firing across major river hexsides.

c. Cities and Major Cities. Armor-type units are halved when attacking into cities or major cities. Cities and major cities also cause DRMs to the Attack Die Roll [See CEC].

15.5.3 Weather Effects

a. Mud. Attacker and defender artillery support strengths are halved (retaining fractions) during Mud Weather turns.

b. Lingering Mud. Attacker and defender artillery support factors are halved (retaining fractions) when firing into defender hexes affected by Lingering Mud [5.1.4].

15.5.4 The defender totals the defense strengths of all units which are the object of
a specific attack. Artillery units in the defender hex not qualified to contribute their support strengths contribute their defense strengths instead. All Untried defending units are now flipped to their Tried sides. Any zero defense strength units are removed immediately, and are not counted as part of the defender force in any way. Place zero strength UR/MG units back in the opaque container.

Note: If all defending units in a declared combat are zero defense strength units, remove the Declared Attack marker and the zero defense strength units (the attack is cancelled and any ASP allocated to the attack is not expended). Advance up to ten SPs of friendly units that were designated to attack into the newly-vacant hex. These units cannot move further, nor can they be re-allocated to other declared attacks.

15.5.5 Defender Artillery Support

a. The defender adds any artillery support strength committed during the Reaction Phase to the defense strength for the attack.

Note: The defender now checks supporting defender artillery not in the defender hex. If any of these units are now in an enemy ZOC, they can no longer contribute their support strengths (nor can other “available” artillery units be substituted to replace them).

b. Defender artillery support strength cannot exceed total defense strength in any attack. Excess support strength is ignored.

15.5.6 Supply Point Expenditure. The Attacking player expends any ASP(s) designated to provide Attack Supply for the attack. If an ASP is used from a Dump, flip it to its one-point MSU side. If both ASPs from a Dump or the one ASP from an MSU are expended, remove the counters from the map for re-use on later turns.

15.5.7 Determine the Odds. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio, which is rounded off, always in favor of the defender (Example: 29 to 10 is 2-1 odds), to the nearest ratio listed on the Combat Results Table. In any attacks with final odds worse than 1-4, the attacking units are automatically eliminated (“e” result), and the defending force suffers nothing. Combat odds greater than 10-1 are resolved as 10-1.

The attacker cannot voluntarily reduce the odds; for example, he cannot declare 3-1 odds when he has 4-1 odds.

15.5.8 Attacker Retreat Orders. If desired, the Attacking player now issues a No Retreat or Additional Retreat Order for the declared attack. (The Soviet Player may be restricted when issuing Orders by lack of operational, in-range HQs, lack of available command points, or presence of Non-Op HQs.) The appropriate retreat marker is placed face up on any attacker hex in the declared attack.

15.5.9 Any Retreat Order on the defender hex is now flipped to its retreat option side.

15.6 Final DRM Determination

Using the categories in this section, the Attacking player nets out the friendly and enemy DRMs to arrive at a final DRM that will be applied to the combat die roll.

15.6.1 Terrain Effects DRMs. Only defending units benefit.

a. Defending units benefit from the highest terrain DRM in the hex they occupy.

b. If there is hexside terrain in the defender hex(es) that could confer a DRM to the defender, to receive the DRM all defending units must be behind the hexside terrain, and all attacking units must attack through it.

c. Whenever the defender’s hex contains hexside and hex terrain, the effect is cumulative (such as hill behind a river).

d. When two or more defending hexes are being attacked in a single combat, apply the highest hex terrain DRM found in any defender hex to the entire combat. Applying hexside terrain DRMs is dependent on paragraph “b” above.

e. Refer to the Combat Effects Chart (CEC).

15.6.2 Defender No Retreat DRM. When in effect, apply +1 DRM [22.1 and 22.8].

15.6.3 Attacking Engineer Effects DRM. When declared, apply -1 DRM. This DRM applies when the attacking force contains an engineer type unit (two or more engineer units have no additional effect) and the defender receives DRMs for city, major city, fortified line, Strongpoint, or river (not major river and towns) terrain.

15.6.4 Axis Super-Heavy (S-H) Artillery DRM. Each Attack Supplied unit provides a minus one (-1) DRM if the defending force receives any positive DRMs for city, major city, fortified line, or Strongpoint terrain. Axis S-H DRMs (or S-H and Engineer effects DRMs) cannot exceed the Soviet DRMs received for the above terrain.

Play Note: Axis S-H Artillery units also possess support strengths that add to Axis attack strength.

15.6.5 Close Air Support (CAS). If a CAS mission was flown in the hex, the net CAS points [15.1.2] are now translated into DRMs. Each Attacker CAS point equals a minus one (-1) DRM. Each Defender CAS point equals a plus one (+1) DRM.

15.6.6 Supply DRMs.

a. If one or more defending units bears an Out of Supply marker, apply a -1 DRM.

b. If one or more attacking units is out of Attack Supply, apply +2 DRM.

15.6.7 Combined Arms Bonus DRM.

a. The Attacker gains a -1 DRM if two conditions are met. First, the attacking force must contain at least one armor-type unit (red attack factor) and at least one reconnaissance, motorized infantry, motorcycle, or engineer unit. Second, the defending force must contain no armor, AT, or AA units.

b. Restrictions. The Combined Arms Bonus does not apply when all defending units are behind river hexsides, major river hexsides, or in swamp hexes, non-destroyed fortifications, cities, and major cities.

c. The Combined Arms bonus does not apply during Mud or Snow weather.

Design Note: Due to lack of tactical proficiency, single counter Soviet tank divisions do not receive the Combined Arms Bonus even though they contained motorized infantry elements.
15.8 Combat Resolution

15.8.1 Procedure.
a. Referring again to the CRT, locate the odds column to be used for the combat.
b. Roll the die.
c. Find the die roll number in the left-hand column of the CRT.
d. Cross-index the die roll number with the odds column. If there is no Final DRM to be applied, the results box where the die roll number and odds column intersect is the Combat Result.
e. If there is a positive Final DRM, go down the column one box for each DRM number (i.e., a +2 DRM would cause a move two boxes down on the column). This becomes the Combat Result.
f. If there is a negative Final DRM, go up the column one box for each DRM number (i.e., a -3 DRM would cause a move three boxes up on the column). This becomes the Combat Result.
g. Positive and negative DRMs that remain unused when the zero (0) or eleven (11) boxes on any odds column are reached are lost (overkill).
h. After obtaining the Combat Result, remove the Declared Attack and Numeric markers from the defender hex before implementing the result.

16.0 Combat Results

16.1 The CRT

Each box on the CRT is divided into an upper result that applies to the Attacker and a lower result that applies to the Defender.

16.1.1 Combat results are
a. No Result (----). Nothing happens. There is no step loss and no retreat after combat.
b. Step Loss (1,2,3 or 4). The affected force loses one to four steps as indicated.
c. Elimination (e). All affected units are destroyed in combat and removed from play.
d. Asterisk (*). Possible additional result.
e. Retreat (R). All the remaining affected units are retreated.

16.1.2 Defender artillery units not in a defender hex or attacker artillery units not adjacent to a defender hex suffer no combat results.

16.1.3 Artillery units in a defender hex are subject to all combat results, as are attacker artillery units adjacent to the defender hex.

16.2 No Result

The combat has not caused serious loss to the affected units.

16.3 Step Losses

16.3.1 When a loss of combat strength is required, the owner removes the indicated number of combat strength levels (called steps) from the total force, not from each unit in that force.

Play Note: No Retreat and Additional Retreat orders may increase or decrease stated step losses [16.6.1].

16.3.2 A combat unit possesses up to four steps. For both sides, all units with a printed defense strength (on their full-strength side) of eight (8) or more have four steps. All units with a printed defense strength of five (5) or more have three steps. All other units with values on both sides of their unit counter have two steps. Those with values on only one side of their counter have one step; however, Soviet HQs, Untried units, Axis super-heavy artillery units, and Ukrainian Nationalist units are all one step units even though they have values printed on both sides.

Play Note: No Retreat and Additional Retreat orders may increase or decrease stated step losses [16.6.1].

16.3.3 Extracting Losses. When called for on the Combat Results Table, a unit takes losses in steps. When a four-step unit takes its first loss, place a Step Loss marker directly on its Full Strength side. A Step Loss marker lowers the unit's attack and defense strengths by two (-2) each for all purposes. If that unit
loses another step, remove the marker and flip the unit to its reverse (Reduced Strength) side. If a third step loss is indicated by placing a Step Loss marker on top of the reduced unit, that decreases its Reduced Strength attack and defense strengths by two points each. A fourth step loss removes the unit from play. A unit losing more strength levels than it has available is removed from play.

16.3.4 When a unit is removed from play due to combat losses, it is placed immediately in either the Cadre Box or the Eliminated Box, depending on how it was eliminated. Units eliminated by an “e” result, or removed because they cannot retreat due to being completely surrounded by enemy units or impassable terrain, are placed in the Eliminated Box. One-step units which suffer a step loss during Overrun go to the Cadre Box. All other units reduced beyond their last step are placed in the Cadre Box.

16.3.5 Step losses and victory points. Whenever an armor or non-Guard artillery step is lost, move the appropriate loss marker one box to the right on the Axis or Soviet step loss track. When the step loss marker reaches the right-most box of the Soviet or Axis step loss track, move the marker back to the zero box and increase the VP total by one (for Soviet losses), or decrease the VP total by one (for Axis losses).

Note: Each Soviet Guard step loss is worth +1 VP. It is posted directly to the VP track, bypassing the step loss track entirely.

16.4 Elimination

Catastrophic loss! The entire affected force is removed and placed in the Eliminated Box (except for Soviet MG/UR units, which go back into the MG/UR opaque cup).

16.5 Asterisk (*) Results

16.5.1 Asterisk (*) results on the CRT can mandate an additional step loss if any of the following conditions apply:

a. The attack was made without Attack Supply (regardless of the supply status of the attacking units).

b. The attack is a declared mandated attack (Soviet only).

c. The attack is made against a non-destroyed fortification (all attacking units must attack through fortified line hexsides for the asterisk to be in effect for fortified line hexes).

These asterisk results are cumulative. A Soviet force, not Attack Supplied, making a mandated attack on an Axis defender in a Strongpoint would lose three steps more than the printed step loss if an asterisk result were obtained. An Axis force attacking without Attack Supply against a Soviet fortification would lose two steps over and above the printed step loss on an asterisk result.

16.5.2 Special Situation Asterisk Losses.

Engineers and armor type units may be required to lose steps due to asterisk results.

a. Engineers. Pre-conditions for loss:

1. One or more engineer steps are part of a declared attack.

2. The Attacking Player has declared engineer effects and has received the -1 DRM.

b. Asterisk results against engineers

1. If the result is an asterisk only, the engineer unit must take the step loss.

2. If the result is a numerical step loss and an asterisk, the engineer must take the first numerical step loss. If steps remain after the engineer has lost the first step, any other attacking unit can fulfill those losses.

Example One: An Attack Supplied Axis force attacks a Soviet force in a Strongpoint. The attacking force contains an engineer step, and engineer effects have been declared. The combat result is asterisk (*) only. No numerical step loss is mandated, but the asterisk mandates an extra step loss due to attacking a fortification. Because engineer effects were declared, an engineer step must be the first step lost.

Example Two: The situation in Example One remains unchanged, except that the combat result obtained is “1*”。“The Axis force would have to lose two steps—one for the numerical loss, and another for the asterisk because a non-destroyed fortification was attacked. Because engineer effects were declared, the first step loss must be an engineer step. The engineer step satisfies the numerical result. Any other Axis step can satisfy the asterisk result.

Example Three: Same situation as Example One, but the combat result is “1” (no asterisk). One Axis step must be lost, but it doesn’t have to be the engineer step. (Even though
engineer effects were declared, it takes the asterisk result to require the first step loss to be an engineer step).

**Example Four:** Refer back to Example One. This time, however, the Axis Player does not declare engineer effects. The engineers are still part of the attack force, but they are not providing the -1 DRM against the fortification. The asterisk still requires an Axis step loss for attacking the fortification, but the engineers are not required to lose a step to satisfy it.

c. **Armor Attrition.** Armor-type units (red attack factors) may be required to take the first step of an asterisk combat result when attacking or defending if:

1. The attacking force contains one or more steps of armor, and

2. The defending force has one or more steps of armor, AT, or AA units, and

3. Engineer effects are not declared (engineer units take precedence over all other units for taking the first step loss when engineer effects are declared), and

4. The combat result contains a numerical result and an asterisk. (An armor step, in effect, is mandated by the asterisk to satisfy the numerical step loss result. An asterisk alone will not cause an armor step loss).

**Note:** Any time the attacker must lose an armor step to armor attrition, the defender must satisfy the first step of any numerical step loss with an armor, AT, or AA step.

### 16.6 Retreats

**16.6.1** When a combat result includes the Retreat (“R”) result, in most cases the owning player immediately moves each affected unit two hexes in any direction away from the hex it occupied during the Declared Attack.

**Exception 1:** Units bearing a No Retreat marker (or stacked with a qualifying NKVD unit) are not required to retreat when they receive an “R” result. Remove the No Retreat marker and apply one step loss in addition to the printed combat result.

a. If all No Retreat units are German (including SS), there is no further No Retreat loss.

b. All other attacker or defender No Retreat unit combinations must now take one more step loss unless all defending units occupy a city, major city, hill, mountain, alpine, woods, or any non-destroyed fortification hex.

**Exception 2:** If the combat result indicates an “R” for units bearing an Additional Retreat marker (either attacking or defending), remove the Additional Retreat marker and retreat each affected unit three hexes instead of the normal two-hex retreat. Special features of Additional Retreat:

a. The retreat path is always determined by the non-owning player, however, the non-owning player cannot willfully retreat units through hexes where they would be destroyed during retreat if other safe retreat path hexes are available. If several "safe" retreat paths are available to the non-owning player, he is free to use any of them, and can retreat units into positions where they face assured destruction later.

b. Units bearing Additional Retreat markers cannot retreat through even one hex in an uncontested enemy ZOC [16.6.6].

c. Units bearing Additional Retreat markers may take lighter step losses. If the combat result for the force contains both an “R” result and a numerical result (Examples: 1R, 2R, or 3R), the number of steps lost is reduced by one.

**16.6.2** Some units cannot retreat. Dumps, Bridge Units, zero MA units, and Axis Super-Heavy Artillery units on their firing sides are removed if forced to retreat. Bridge Units and Dumps are set aside for re-use. Ground combat units go to the Eliminated Box or the opaque UR/MG cup (depending on unit type).

**Note:** Ground combat units forced to retreat off a map-edge are removed from play and placed in the Cadre Box [10.5.7].

**16.6.3** Some units have restricted retreat paths. Super-Heavy Artillery units on their mobile sides can only retreat through hexsides crossed by motorways, main roads, or minor roads (on Dry, non-Lingering Mud weather turns only). Armored Trains or Railroad Artillery can only retreat through rail hexsides. Flotillas can only retreat through hexsides crossed by canals, major rivers, coastal waters, or sea. Units that cannot follow their restricted retreat paths are removed from play and placed in the Eliminated Box.

**16.6.4** Allowed Retreats through Enemy ZOCs. Units may retreat through a hex occupied by one or more friendly ground combat units even if enemy units project ZOCs into that hex (friendly control of the hex negates the ZOCs).

**16.6.5** Prohibited Retreats through Enemy ZOCs. Units can never retreat through two consecutive vacant hexes in enemy ZOCs. Any units that would have to do so are removed from the map and placed in the Eliminated Box.

**16.6.6** Retreat Through One Enemy ZOC. Unless bearing an Additional Retreat marker [16.6.1 Exception 2], a unit (or stack) can retreat through one vacant hex in an enemy ZOC, but may be destroyed in the process.

**Procedure:**

1. When the retreat is concluded, the unit (or stack) automatically loses one step, and a die roll is made to determine the fate of the remaining steps. [Refer to the Retreat Table on the 11x17 Chart Card.] Any Soviet HQ that retreated through the Axis ZOC is immediately flipped to its Non-Op side.

2. Roll the die and apply any necessary DRMs.

**Play Note:** There is a substantial DRM penalty to the retreat die roll for retreating artillery units. Players may voluntarily remove artillery units and place them in the Eliminated Box prior to retreating rather than compromise an entire stack's chances of escape by retreating artillery and non-artillery units together.

3. If the modified die roll is three or less, the retreat has succeeded, and no further loss occurs. If the modified die roll is four or greater, the
retreat attempt has failed. Remove all retreating units and place them in the Cadre Box.

16.6.7 Retreats and stacking. A unit can retreat through a hex containing friendly units, even if that means (temporarily) exceeding stacking limits. A unit cannot end its retreat in violation of stacking limits. If it has no alternative but to be overstacked in the second hex of retreat, move it one extra hex away from its original combat position. If still over-stacked in the third hex, it is removed and placed in the Cadre Box.

16.7 Advance After Combat

When any defender hex is vacated as a result of combat, attacking units can advance into that hex (subject to terrain and stacking limitations). Advances are useful in cutting off the retreat of enemy units whose combat has not yet been resolved.

16.7.1 A player must exercise the option to advance immediately, before resolving any other combats. A player is not forced to advance a unit. After advancing, units cannot attack again in that phase under any circumstances.

16.7.2 Only victorious non-artillery attacking units that participated in that combat can advance.

16.7.3 The advance must be into the hex that was attacked. Advancing units ignore enemy ZOC to enter the hex.

16.7.4 Units cannot violate stacking limits at the end of an advance after combat.

16.7.5 In the case of multiple hex combat, victorious units can be advanced from any hex from which the attack was made and into any adjacent defender hex, subject to stacking and terrain limitations.

17.0 Airpower

Air units represent virtually all the tactical combat aircraft used by both sides. Each air unit equals one fighter or bomber group of forty to eighty planes.

17.1 Air Units and Missions

17.1.1 There are two types of air units in the game: Fighters (marked “F” on the counters) and Bombers (marked “B”). Air units do not have “steps” like ground units and so cannot be taken as losses in ground combat, although they are subject to losses from air combat [17.2] or AA Fire [17.3].

Design Note: All air units have their aircraft type marked on the counter. This is for historical reference only. The Soviets usually employed more than one aircraft type in their air formations, so the type listed is the prevailing type in that unit.

Both sides have “dummy” air units to aid in deceiving the opponent concerning the content of an air mission [17.1.4].

17.1.2 Air units for both sides are kept in the appropriate box of the Air Operations Card whenever they are not in use. The capacity of each box is unlimited.

17.1.3 A player may perform missions with as many air units (that are in the Ready Box) as he desires during each game-turn. An air unit is not available to fly a mission unless it is in the Ready Box.

17.1.4 Air Missions. Each air unit (actual or dummy) in the Ready Box may perform one air mission per game turn. Both Axis or Soviet air units may conduct CAS missions. Only Axis air units can conduct Interdiction missions, but Soviet fighter units may intercept such missions. Both sides may allocate a maximum of three air units (including dummy air units) to a single CAS or Interdiction mission.

17.1.5 When allocating an air mission, the owning player simply places his air unit(s) in the target hex desired (he does not move them hex by hex across the map); this is called the mission hex. There is no range limitation, but each side can allocate only one mission per hex during each combat phase.

17.1.6 Axis air units performing an Interdiction mission can be placed anywhere on any map. Soviet fighters opposing an Interdiction mission are placed in any Interdiction Mission hex. The Axis player first allocates all Interdiction missions (and then the Soviet sends opposing fighters) during the Axis Air Interdiction Phase of each game-turn.

17.1.7 Both sides are eligible to perform CAS missions with Ready air units during either player’s Combat Phase. The mission hex for a CAS mission must be a hex containing a Declared Attack marker. The attacking player first allocates his CAS missions, and then the defending player allocates his CAS missions.

Play Note: Defender CAS missions can be placed on mission hexes (hexes with Declared Attack markers) that contain no attacker CAS mission units.

17.1.8 Air units are placed upside down on their mission hex. Their identity and strength is unknown to the enemy player until air combat [see 17.2] is resolved.

17.1.9 As units complete their mission for the game-turn, they are returned to the Flown Box. If they were affected by air combat results or AA Fire results, they might be returned to the Flown, Damaged, or Destroyed Boxes instead [17.2 and 17.3].

17.2 Air Combat

When both players fly air units to perform a mission in the same hex, air combat may occur between those units.

17.2.1 Flip opposing air units over to their front sides. Return any “dummy” air units to their respective Flown Boxes.

17.2.2 Determine which air units on both sides are firing units or mission units. In all Interdiction missions, the Axis player declares first. In CAS missions, the first player to declare is the player who has declared the ground attack against the mission hex the air units occupy.
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a. Mission units. Any air unit designated as a mission unit cannot fire during air combat. Mission unit Air Combat Ratings (ACRs) are used solely to defend in air combat.

1. All air units with unit type symbol “B” are automatically mission units.

2. Dual purpose fighter units. Some fighter (“F” unit type) units on both sides possess CAS ratings in addition to their ACRs. In any CAS mission where dual purpose fighters are revealed, the owning player must immediately declare whether those fighters are mission units or firing units. The declaration is irreversible. Additionally, most Axis fighter units carry an interdiction rating that makes them dual purpose interdiction units. In any Interdiction mission where Axis fighters are present, the Axis player must immediately declare whether each fighter is serving as a mission or a firing unit. Again, the declaration is irreversible.

b. Firing units. All fighter (“F” unit type) units not designated as mission units are automatically firing units.

17.2.3 Air Combat Determination

Players first determine which side has Air Initiative for this combat. Roll one die and refer to the Air Initiative Table. If the result indicates that the mission units get through to the target and there is no air combat, players return all firing units to their Flown Boxes. Only mission units may continue the mission. The Air Combat Procedure is concluded. If the mission units are subject to AA fire, go to section 17.3. If not, they perform their mission and are also returned to their Flown Boxes. If the result indicates that one side has Air Initiative or Local Tactical Advantage, combat occurs using the procedure in 17.2.4 below.

17.2.4 “Firing” in Air Combat

a. The player who has Air Initiative or Local Tactical Advantage now selects which friendly air units fight which enemy air units. All enemy firing units must be engaged by friendly firing units before attacking any mission units. If one player has more firing units than the other, excess firing units may “gang up” on any enemy air unit. Firing units attacked by more than one enemy unit can only fire at the first attacker.

b. Each player rolls one die for each firing unit, referring to the Air Combat Table for results. All fire is considered to be simultaneous, so all firing units fire before any results are applied.

c. To fire, subtract the target unit’s Air Combat Rating (ACR) from that of the firing unit. Then roll one die and refer to the column on the Air Combat Table which is equal to this difference.

Example: A Bf-109 (ACR of 4) firing at a MiG 3 (ACR of 2) fires on the “+2” column of the Air Combat Table. The MiG 3 returns fire on the “-2” column.

d. Air Combat Results. Referring to the Air Combat Table, players apply air combat results to each combat. Air units affected by air combat results are returned to their respective air operations cards. Aborted units return to the Flown Boxes, damaged units to the Damaged Boxes and eliminated units to the Destroyed Boxes. If Local Tactical Advantage is in effect, proceed to paragraph “e” below. If not, proceed to paragraph “f.”

e. Local Tactical Advantage. If the Air Initiative result allows one player Local Tactical Advantage, and if that player now has any unengaged firing units after the initial round of combat, he selects a new target (with no restrictions) for each of them. To be unengaged, a firing unit has forced its initial round air opponent to return to the Flown, Damaged, or Destroyed Boxes. Regardless of air unit type, the targets of such fire cannot return fire. Each new air combat is resolved [refer to paragraphs b, c, and d again for procedure].

f. Surviving mission units will continue the mission. Return all surviving firing units to their respective Flown Boxes.

Note to Solitaire Players: There are two good ways to play this air system solitaire.

1. Don’t use Dummy air units. Keep all units face up at all times. Make the best moves you can for each side.

2. Keep the Dummy air units. After performing Readiness die rolls, separate each side’s Ready air units into two groups: all firing units in one group, all mission units in the other. Place one Dummy unit with each group. Then flip all air units to their unknown sides. When you allocate air missions, allocate blindly, so you’ll know only the number of air units of each type that you will allocate to each mission, not their identities or values. Reveal them normally during combat, and you’ll be surprised! Once air units are revealed, make the best moves you can for each side.

17.3 AA Fire

17.3.1 After the completion of the Air Combat Procedure, surviving mission units may undergo AA Fire from eligible units. For purposes of eligibility, AA Fire is considered to be coming from the mission hex and all six surrounding hexes. If any unit in those hexes is eligible, AA Fire takes place. Otherwise, there is no AA Fire, and the mission units resolve their missions. AA Fire against mission units is resolved on the AA Fire Table.

17.3.2 Eligibility. All ground combat units are eligible for AA Fire except:

a. Soviet non-HQ, non-AA units of less than division size.

b. All Soviet and Axis cavalry units.

c. Axis units that have a “No ZOC” band.

17.3.3 To resolve AA Fire, each player fires once against each enemy mission unit in the mission hex (regardless of the number of ground units). Apply the DRMs listed below the AA Fire Table. Aborted mission units return to their Flown Boxes. Damaged mission units return to their Damaged Boxes. Destroyed mission units go to the Destroyed Boxes.

17.3.4 Mission units that survive AA Fire successfully perform their mission and return to their respective Flown Boxes.
18.0 Fortifications

There are two types of fortifications: fortified lines and Strongpoints. Strongpoints are available to both players, but fortified lines benefit only the Soviet player.

18.1 Common Features

18.1.1. Any friendly non-destroyed Strongpoint blocks tracing an enemy Supply Route through the hex it occupies. Any friendly non-destroyed fortified line hexside blocks tracing an enemy Supply Route through that hexside. Enemy fortifications must be destroyed before a friendly supply route can be traced through a hex (hexside) or before rail conversion can occur.

18.1.2. It always costs one additional MP to enter any type of non-destroyed enemy fortification hex. (If the hex contains a fortified line, movement must be across a fortified line hexside to pay the extra MP.) In hexes containing both fortified lines and Strongpoints, the cost is still +1 MP regardless of the hexside crossed.

18.1.3. All fortifications continue to confer defensive benefits to friendly units until they are destroyed.

18.1.4. Any completed enemy fortification is destroyed when any friendly division or engineer unit remains in the fortification hex during its Engineering Phase.

Play Note: German Panzer and Motorized Divisions must have enough of their component units together in a fortification hex to qualify for Panzer Division Integrity [15.6.8] before they can destroy a fortification.

18.1.5. Any enemy fortification under construction is destroyed simply by moving any friendly ground combat unit into or through the hex.

18.1.6. Overruns may be conducted into a fortification hex so long as they meet the conditions of para 11.4.2c.

18.2 Fortified Lines

Fortified lines represent concrete pillboxes and bunkers. All fortified lines have been printed on the map.

18.2.1. Fortified lines are a hexside feature. If all Axis units are attacking into hexsides containing fortified lines, then the Axis player adds one (+1) to his die roll result for that combat, cumulative with other effects. If even one Axis unit attacks through a hexside not covered by the fortified line, the DRM does not apply.

18.2.2. The Axis player may not use the Combined Arms Bonus if all Axis units in that combat are attacking across non-destroyed fortified line hexsides.

18.2.3. The Soviet player can build a Strongpoint on top of a fortified line hex, if the hex is in General Supply.

18.2.4. Once destroyed, a fortified line hex cannot be rebuilt.

18.3 Strongpoints

Strongpoints represent field fortifications prepared for defense from all directions. Strongpoints must be built; they are not printed on the map.

18.3.1. Both players can build Strongpoints. Construction can start on any hex in General Supply. The construction hex cannot already contain another Strongpoint. A Strongpoint under construction has no effect on play.

18.3.2. Over the course of a full game, the number of Strongpoints allowed on the map for both sides is unlimited; the counter-mix does not constitute a design limit.

18.3.3. Due to limited construction materials, the Soviet player cannot begin the construction of more Strongpoints per game-turn than allowed by the results of his Soviet Replacements Table die roll [7.2a]. Strongpoint replacements cannot be accumulated from turn to turn.

18.3.4. Axis strongpoints cannot be built unless an engineer unit [22.3.2] is present in the hex, and if scenario instructions allow construction.

18.3.5. Construction Procedure. During the friendly Engineering Phase, place the Strongpoint with its "Under Construction" side showing. There is no additional cost to enter a hex with a Strongpoint that is under construction. During the next friendly Engineering Phase, flip Strongpoints that are under construction over to their completed side if the construction hex is still in General Supply. The construction process is now complete. Soviet construction can be speeded by engineers [22.3.1]. Construction can take place in an enemy ZOC.

18.3.6. Normal Combat Effects. Units defending in a hex containing a Strongpoint cause a +1 DRM to the combat die roll. Additionally, the attacker is not allowed to use the Combined Arms Bonus. A Strongpoint built in a fortified line hex confers "all round defense." The combat effects DRM for such a hex is +1 for all six hexsides.

18.3.7. Special Combat Effects. When a Soviet Strongpoint is built on a fortified line hex that is within four hexes of a friendly Soviet city or major city hex, the DRM for attacking through a fortified line hexside becomes +2. (This represents defensive works built in depth by the civilian worker brigades recruited from the cities.) If even one Axis unit attacks through a hexside not covered by the fortified line, the DRM is +1.

19.0 Railroad Conversion

The Soviet Union had a track width different from that of the other European nations.

19.1 Rail Hex Status

19.1.1. At any time during a game, a particular railroad hex will be either friendly or enemy. Only friendly railroad hexes can be used for friendly rail movement and/or tracing friendly supply. The scenario set-up instructions specify rail hexes friendly to the Soviet and Axis Players.

19.1.2. Soviet Union Rail Hexes. Each Soviet Union border hex is eligible to receive a Railcut marker with an arrow pointing toward the rail hexes in the Soviet Union.
Players may use these markers. Scenario set-up instructions will not mandate placing them because every rail hex in the Soviet Union is friendly only to the Soviet player until an Axis Railhead marker occupies or passes through the hex. For the Axis player, the only friendly rail hexes in the Soviet Union are those under or behind Axis Railhead markers.

### 19.1.3 Both players can convert rail hexes during their respective Engineering Phases. All hexes converted in a single phase can be added only to a functioning railroad net [6.4]. A player cannot purposely leave gaps, although gaps may appear later due to enemy action [19.4].

### 19.2 Axis Rail Conversion

19.2.1 To convert a rail hex, the Axis player is not required to have a unit occupying that hex. Instead, he has conversion points (as indicated in the scenario instructions) available every game-turn, that he may expend to convert any rail hex that is:

- **a.** in General Supply, and
- **b.** not in an enemy ZOC (unless a friendly unit occupies the hex), and
- **c.** adjacent to a friendly Railhead marker. (As each rail hex is converted, the Railhead marker is moved into that hex, making the next hex on the line to be converted adjacent to the Railhead.)

**Play Note:** Previously converted rail hexes bearing Soviet Railcut markers are always eligible for re-conversion.

A swamp hex or marsh hex costs two conversion points; all other hexes cost one conversion point. During Mud or Snow weather, all hexes cost two conversion points. As the Axis player expends the conversion points, he converts the affected hexes immediately by moving his Railhead marker or removing Railcut markers [19.2.3].

**Exception:** Conversion of a rail hex containing an enemy fortification cannot occur until the first friendly Engineering Phase after the fortification has been destroyed [18.1.1].

19.2.2 During each turn, the Axis Player can spend conversion points to advance the Railhead markers on several rail lines, but no more than four conversion points can be spent to move any single Railhead marker. Unused conversion points are lost; they may not be accumulated from turn to turn.

19.2.3 The Axis player uses Railhead markers to indicate the extent of his rail conversion, as follows:

- **a.** As the Axis player spends conversion points, he moves the Railhead marker into the converted hex.
- **b.** Whenever a Railhead marker is moved into a rail junction hex (one where multiple rail lines converge), the Axis player immediately places additional Railhead markers oriented toward each rail line which enters the hex. If the Axis Player still has conversion points available, construction may proceed along one of the rail lines exiting the junction hex, and that Railhead marker may be advanced. The remaining Railhead markers may be advanced as desired during the next Axis Engineering Phase, subject to conversion point availability.
- **c.** A Railcut marker without an arrow indicates that just the hex containing the marker is not converted and not available for use by the Axis player. When an Axis Railhead marker enters a rail hex containing a Soviet Railcut marker without an arrow, remove the Railcut marker.
- **d.** Railcut markers with an arrow indicate that the hex with the marker and all hexes in the direction of the arrow are not converted for use by the Axis player, and are available for use by the Soviet player. When an Axis Railhead marker enters a hex containing an “arrow” Railcut marker where the arrow points away from the Railhead marker, the Railcut marker is moved back one hex to the next friendly Soviet rail hex. The “arrow” marker is only removed when it enters a rail hex containing a Railcut marker without an arrow, or a hex containing a Railcut marker where the arrow points toward the Axis Railhead.

**Play Note:** The Axis player should remember that moving through a railroad hex does not convert it. The Soviet player can still use it to move units by rail deep behind the Axis front line.

### 19.3 Soviet Rail Conversion

The Soviet player can convert an Axis rail hex during his Engineering Phase only if a Soviet engineer unit currently occupies the hex [22.3.1]. The engineers cannot have engaged in combat or strategic or railroad movement during that player segment. If the above conditions are met, the Soviet player may immediately push back the Railhead marker and place a Rail Cut marker to indicate its conversion, or remove a Railcut marker to make a line operational for the Soviets.

### 19.4 Cutting Rail Lines

During his Engineering Phase, the Soviet player may place a Rail Cut marker on any Axis-converted rail hex which is currently occupied by any Soviet combat unit. Axis units may never cut rail hexes.

**Design Note:** We do not allow the Axis player to cut rail lines because generally, the Axis did not destroy Soviet railroads during this time period. They expected instead to capture and to put them to their own use. The Soviets, on the other hand, destroyed Axis railroads.

### 20.0 Using Replacements

Both players may expend available Replacement Points (RPs) during their respective Engineering Phases. RPs may be expended to strengthen on-map units, or rebuild units destroyed in combat.

#### 20.1 On-map Replacements

During the friendly Engineering Phase, add one step to each unit marked to receive replacements [10.1.1 and 10.2.1] and decrease the RPs available by one for each step added. Units receiving replacements can regain only one step per turn. Units cannot receive an RP if in an enemy ZOC, or if unable to trace a Supply Route to a Supply Source [6.5.1 and 6.5.2].
20.2 The Unit Rebuilding Chart

This chart depicts the amount of rebuilding necessary to make units combat-worthy again. There are three unit status boxes on the chart ranging from Eliminated (lowest) to Active (highest). Units move from lower boxes to higher boxes, one box per turn, as they receive replacements.

Exception: Units marked with the “Cannot Rebuild” symbol cannot receive replacements regardless of the box they occupy.

20.2.1 The Eliminated Box. Units in this box have lost most equipment and a majority of their troops. One RP will move one eligible unit up to the Cadre Box [Refer to Unit Rebuilding Chart].

20.2.2 The Cadre Box. Units in this box have lost some of their troops and much equipment, but can be returned to combat fairly quickly. One (or two) RPs will move one unit of the appropriate unit type to:

a. The Active Box. Units arrive from the Cadre Box at their one-step strength level. They are eligible to enter the map in the next game-turn as reinforcements, or they may remain in the Active Box for as long as desired. Units beginning the Replacement Phase in the Active box may regain one step per turn through receipt of the appropriate RP in lieu of entering the map. Non-Op HQs may roll for recovery of Operational Status.

b. The Map (Soviet Only). This can be any friendly Soviet major city or city in General Supply. (A Soviet city cannot be in an Axis ZOC.) Only one unit at its one-step strength level may be placed in a city or major city, and such units cannot move during the turn of placement.

20.3 Soviet UR/MG Units

Unless specified by Scenario instructions, these units are not placed on the Unit Rebuilding Chart. All UR/MG units not on-map or on set-up charts are kept in an opaque cup. When drawn during the Replacement Phase, the UR/MG units are picked at random, sight unseen, with their untried sides up [22.9].

20.3.1 One Soviet type I RP expended allows the Soviet Player to draw one UR/MG unit from the opaque cup.

20.3.2 Each UR/MG unit drawn goes directly to the map during the Replacement Phase of the Strategic Segment, and is placed untried:

a. On any friendly Soviet city or major city in General Supply, or
b. On any friendly Soviet fortification hex in General Supply.

20.3.3 Restrictions. UR/MG units cannot be placed in any hex already containing a UR/MG unit. UR/MG units cannot be placed in an enemy ZOC.

21.0 Soviet Surrender

It is well known that many surrounded Soviet units surrendered during the campaign, but Guards and NKVD units [22.8.3], as well as Soviet units in cities, would most often fight to the death.

21.1 Procedure

21.1.1 During the Soviet Surrender Phase of each game turn, the Soviet Player makes a surrender check for each Soviet occupied hex that:

a. Is in an Axis ZOC, and
b. Cannot trace a Supply Route of any length to any friendly non-surrounded Soviet major city or map-edge supply source regardless of the presence of MSUs or Dumps.

Exception to 'a', above: Soviet units in Major City hexes are subject to surrender even though adjacent Axis units cannot project ZOCs into Major City hexes.

21.1.2 The number of non-motorized units which the Operational HQ can activate for movement at the beginning of any one Motorized Movement Phase [10.2.4c]. The HQ cannot activate itself. To be activated, units must be within Command Range of the activating HQ. Soviet Guards are activated in addition to those allowed by the HQ's command value [22.8.1]. Place Activated markers on any units activated.

b. The number of motorized units (again, within Command Range) eligible to be moved by each Operational HQ during the Soviet Reaction Phase [14.1.1].

21.1.3 The number of “Additional Retreat” or “No Retreat” markers that can be placed during a single game segment on eligible combats within an Operational HQ’s range [14.3 and 15.5.8].

Example: If there are two combats but the only HQ within range has a command value of one (1), a retreat option can be placed on only one of those combats.

22.0 Special Units

A number of specialized units were used by both sides to perform specific tasks in movement, combat, and other procedures.

22.1 Operational Soviet HQs

Operational Soviet HQ units (the front side of HQ counters) serve several important command functions in the game.

22.1.1 Every Operational Soviet HQ has a Command Range of four hexes. The range is traced without regard to terrain or enemy units and their ZOC. When counting the range, do not count the hex occupied by the HQ unit.

22.1.2 Command Value, as printed on the Operational HQ counter, has three functions which can all be exercised during any game turn. It indicates:

a. The number of non-motorized units which the Operational HQ can activate for movement at the beginning of any one Motorized Movement Phase [10.2.4c]. The HQ cannot activate itself. To be activated, units must be within Command Range of the activating HQ. Soviet Guards are activated in addition to those allowed by the HQ's command value [22.8.1]. Place Activated markers on any units activated.

b. The number of motorized units (again, within Command Range) eligible to be moved by each Operational HQ during the Soviet Reaction Phase [14.1.1].

c. The number of “Additional Retreat” or “No Retreat” markers that can be placed during a single game segment on eligible combats within an Operational HQ's range [14.3 and 15.5.8].

Example: If there are two combats but the only HQ within range has a command value of one (1), a retreat option can be placed on only one of those combats.
22.2 Non-Operational HQs

The “Achilles Heel” of the Soviet Army was its rigid command structure.

22.2.1 Each Soviet HQ is back-printed with a Non-Operational side. Instead of a Command Value, the Non-Op side has a Recovery Value. Each Non-Op HQ is still a one-step unit with a stacking value of one. Each Non-Op HQ retains a Command Range of four hexes (not counting the HQ hex).

22.2.2 If the Command Range of Operational and Non-Op HQs overlap, the Non-Op HQ’s Command Range takes precedence in any hex where the overlap occurs, and Non-Op HQ effects supersede Operational HQ effects.

22.2.3 A Soviet HQ is placed on its Non-Op side when:

a. Scenario Set-Up Instructions specify.

b. The HQ receives an Overrun marker.

c. The HQ retreats through a vacant hex in an Axis ZOC.

22.2.4 A Non-Op HQ cannot:

a. Issue No Retreat or Additional Retreat orders.

b. Activate non-motorized units (including Guards units) during the Soviet Motorized Movement Phase.

c. Allow motorized units within its Command Range to move during the Soviet Reaction Phase.

22.2.5 So long as a Soviet HQ remains on its Non-Op side, the following restrictions apply to all hexes located within its Command Range:

a. No new regular Strongpoints can be placed, but “E” Strongpoints may still be placed. Strongpoints on their “Under Construction” sides may be completed and flipped.

b. Bridge units cannot be placed, or if already placed, cannot be moved.

c. Soviet air units cannot execute CAS missions on any defender hexes, but Soviet fighter units can still intercept Axis Interdiction and CAS missions.

d. Under no circumstances can more than one Soviet artillery unit contribute its support strength to any given combat.

e. NKVD units no longer confer No Retreat status.

f. Any Soviet ground combat unit that begins its movement outside of a Non-Op HQ’s Command Range can enter and freely move within that command range. Once any such unit ceases moving within four hexes of a Non-Op HQ, it becomes subject to the Movement Restriction.

g. Movement Restriction. A Non-Op Soviet HQ may always move during the Soviet Movement Phase. Also during each movement phase, the number of Soviet ground combat units that begin movement within the Command Range is limited to one less than the Non-Op HQ’s Recovery Value. For example, if the recovery value were three, two Soviet ground combat units located within the Non-Op HQ Command Range could move during the Soviet motorized movement phase (if motorized), and the same (or different) two units could move during the Soviet movement phase.

Play Note: Moving a Non-Op HQ can be critical, because the four hex Command Range moves within it. Moving the Command Range frees up units to move which would otherwise remain restricted if the Command Range were not moved.

22.2.6 Recovery of Operational Status

a. Method One. Unless prohibited by scenario instructions, during the Game Turn Interphase the Soviet Player rolls the die for each Non-Op HQ desired. If the die roll is greater than the HQ Recovery Value, the HQ remains Non-Operational. If the die roll is equal to or less than the HQ Recovery Value, flip the HQ over immediately to its Operational side.

b. Method Two. Unless prohibited by scenario instructions, during the Game Turn Interphase the Soviet Player may declare that one Non-Op HQ within the scenario map area will be disbanded. No more than one Non-Op HQ can be disbanded per turn. The declaration to disband has to be made in lieu of the recovery value die roll for that HQ (you can’t fail the die roll and then decide to disband the HQ). The disbanded HQ is removed from the map and placed in the Cadre Box. The Axis Player scores +2 VPs for each Non-Op HQ disbanded.

22.3 Engineers

22.3.1 A Soviet Engineer unit can place a completed Strongpoint during the same game-turn it is received [18.3.5]. Place a completed Strongpoint marker under any engineer in General Supply during the Engineering Phase. That engineer cannot have engaged in combat during that player segment or conducted strategic or railroad movement, or have converted railroad hexes [19.3].

22.3.2 An Axis Engineer unit is required toemplace an Axis Strongpoint. That engineer cannot have engaged in combat, or strategic or railroad movement during this game-turn. To construct the Strongpoint, place it with its Under Construction side up on the same hex as the Engineer. Turn the Strongpoint over to its completed side during the next friendly Engineering Phase if an Engineer is in that hex (same restrictions).

22.3.3 An Engineer unit must occupy a town hex during Mud turns in order for friendly Air Transport missions to begin or end in the hex.

22.3.4 A motorized engineer unit must be included in any overrun attempt against city, major city, or fortification hexes.
22.4 Bridge Units

Historically, many bridge construction engineers were available to both sides and frequent use was made of pontoon bridges, even across major rivers.

22.4.1 A Bridge Unit creates a bridge across an adjacent river or major river hexside. Orient the arrow on the counter to point directly at the bridged hexside. A bridge negates the cost to cross that hexside.

22.4.2 The owning player can place this unit as desired on any vacant or friendly occupied hex adjacent to a river or major river. The hex must be in General Supply. Bridge Unit placement occurs only during the friendly Movement Phase of the player turn, but it may occur at any point during the phase.

22.4.3 Bridge Placement. As long as the hex a Bridge Unit occupies is in General Supply, it may be picked up and placed on any other map hex that is in General Supply. It is also permissible to “store” bridge units off-map for extended periods of time. When needed, simply place them on any map hex in General Supply.

Note: Soviet Non-Op HQs can limit bridge placement and movement [22.2.5b].

22.4.4 No more than two friendly Bridge Units per map can be in use on any turn.

22.4.5 A Bridge Unit is a non-combat unit and has no defense strength. It cannot be moved except as above and is removed instead of retreating when other units in its hex are forced to retreat. A removed Bridge Unit may be placed on any eligible on-map hex during any future friendly Movement Phase. A bridge is removed if an enemy unit moves into its hex.

22.5 Armored Trains

The game units represent groups of trains, numbered for their controlling NKVD or Army railroad security regiments.

22.5.1 An Armored Train can move only on friendly connected railroad hexes, up to 48 hexes per turn (subject to enemy air interdiction effects). It does not count against Rail Capacity. It can be moved during either the Soviet Motorized Movement Phase or the Soviet Movement Phase, but not both in the same game turn. It can be moved into but not through an enemy ZOC. It can be moved on friendly railroad hexes last moved over by an Axis unit but not those converted to Axis use.

22.5.2 An Armored Train blocks Axis LOCs through the hex it occupies. An Armored Train cannot carry or transport units. Armored Trains are not “armor” type units for purposes of movement or combat. Armored trains cannot be rebuilt with type A RPs, but only from Armored Train RPs.

22.6 Soviet Flotillas

22.6.1 Flotillas can be moved up to 16 hexes along connected canal, major river, coastal, or sea hexes, subject to Axis Air Interdiction. Movement can occur during the Soviet Movement Phase or the Soviet Motorized Movement Phase, but not both. Flotillas may move into, but not through an enemy ZOC. (Remember, however, that enemy ZOCs do not extend through major river and sea hexsides.)

22.6.2 Flotillas block Axis LOCs through the hexes they occupy. Flotillas may not carry or transport other units. Flotillas suffer all combat or overrun results. Destroyed flotillas cannot be rebuilt—there are no flotilla replacements.

22.6.3 Flotillas can be overrun by motorized units on the same side of a major river as the flotilla (technically the land units can’t dash “through” a flotilla, but they can shoot it up as they move past it on the bank). Flotillas in coastal hexes can also be overrun (same reasoning).

22.6.4 Flotillas defending alone in a fortification hex do not receive the fortification DRM.

22.7 Super-Heavy Artillery

Super-Heavy (S-H) Artillery units possess the heaviest of the artillery pieces, the true monsters designed to reduce the strongest fortifications to rubble.

22.7.1 Movement. Both Axis and Soviet S-H Artillery observe the same movement restrictions [10.5.10 and 10.5.11].

22.7.2 Soviet S-H artillery. At this time, the Soviets pressed their super-heavies into a tactical fire support role. Soviet S-H Artillery functions as normal Soviet artillery units with the following exceptions:

a. Movement restrictions [22.7.1]

b. Soviet S-H units bearing Activated markers cannot contribute their support strength to any combat.

Play Note One: Soviet S-H units are counted against the four artillery unit per combat limit.

Play Note Two: Soviet Coast Defense Artillery is treated in all respects as Soviet S-H Artillery.

22.7.3 Axis S-H artillery (Including Railroad Artillery) functions differently in several ways.

a. Axis S-H units are one step units, but the counters are two-sided to depict two different modes. The front side is the Mobile side. Note the blank range box and the zero support strength. S-H units on their Mobile sides may move, but they cannot provide any support strength to Axis Declared Attacks. The back side represents the Support mode, with printed range, support strength, and attack DRM. The Support mode MA is zero. S-H units in Support mode cannot move, but may contribute support strengths and DRMs.

b. Axis S-H units change modes during the Axis Engineering Phase. If the S-H unit has not moved during the Axis Movement Phase, it may be flipped from Mobile mode to Support mode. (It may then provide support next turn.) If the S-H unit is in Support mode, it may be flipped to Mobile mode and moved during the next Axis Movement Phase.

c. Axis S-H units cannot provide Support strengths or DRMs on defense. Axis S-H units contribute their Defense strengths only if occupying defender hexes.

d. Axis S-H artillery does not count against the four artillery unit per attack limit. Each S-H unit contributes its support
strength and DRM only to attacks where the defender hex contains any combination of city, major city, fortified line, or Strongpoint terrain.

Play Note: The DRMs supplied by attacking Axis S-H and engineer units combined cannot exceed the DRMs the Soviet player gains for city, major city, fortified line, or Strongpoint terrain in the defender hex.

22.7.4 No type of Soviet or Axis S-H Artillery can be rebuilt with A Type Replacement Points.

22.8 Soviet Guards and NKVD

22.8.1 Soviet Guards. During the Soviet Motorized Movement Phase, the Soviet player can activate one Guards unit per in-range Operational HQ. This activation is in addition to activation allowed by an HQ’s Command Value, and is allowed even if Interdiction has reduced the Command Value to zero [13.2.5a].

Play Note: Non-Op Soviet HQs may not allow Guard activation [22.2.4b].

22.8.2 Soviet NKVD Units. These internal security troops were not under army control, but in the emergency conditions of 1941 many were committed to front line duty. Whenever any NKVD unit defends in a major city, city, or town hex, it makes the No Retreat option mandatory and takes the last step of loss. If more than one NKVD step occupies a defender hex, only one of those steps need be the last step lost.

Play Note: Non-Op HQs negate the NKVD No Retreat effect [22.2.5e].

22.8.3 Surrender die rolls receive a favorable DRM for any hex in which there is at least one Guards or NKVD unit [see Surrender Table].

22.9 Soviet UR/MG Units

Soviet UR (Ukreplyonni Raion) units represent Fortified Area commands—groups of machine gun units and sundry fortress defense troops under an HQ. Machine Gun (MG) battalions often had fortress or border guard units attached, but lacked the HQ element that UR units possessed.

22.9.1 All UR/MG units have Tried and Untried modes. The back sides of the counters represent the Untried mode, where the unit values are not known. UR/MG units are normally placed on-map in their Untried mode. The front side of the counter showing unit values is the Tried mode. UR/MG units are flipped from their Untried sides to their Tried sides by the Soviet player in the Soviet Movement Phase [11.6] or during combat [15.5.4]. Zero strength UR/MG units are removed from the map immediately when flipped to their Tried sides.

22.9.2 UR/MG units in Untried mode cannot move, but each Untried UR/MG unit exerts a ZOC. They are treated as ground combat units, and are subject to supply restrictions and Soviet Surrender.

22.9.3 On-Map Placement. Unless specified differently by scenario instructions, all UR/MG units are placed in an opaque cup prior to set-up. For initial set-up, UR/MG units are drawn randomly, sight-unseen, and placed Untried side up on the applicable map hexes as specified by the Scenario Set-Up Card. All UR/MG units removed from the map due to combat loss or zero strength are returned to the opaque cup (where they may be re-drawn).

22.9.4 UR/MG units in the opaque cup after Scenario set-up may only enter play through the expenditure of replacement points [20.3].

22.10 Soviet Militia

All Soviet units with yellow unit type boxes are Militia units (for commentary on Militia unit distinctions, see the Play Book). Militia units function as normal Soviet ground combat units, but with some differences.

22.10.1 Militia units (except for zero strength units) with infantry or cavalry unit type symbols may be converted into I Type Replacement Points during the Replacement Phase [7.2c]. Untried Militia units cannot be converted until they have been flipped to their Tried sides.

22.10.2 Untried Militia. Unless Scenario instructions specify differently, during set-up the Soviet Untried Militia units are placed in a second opaque cup to be drawn at random for on-map placement. Militia units placed on their Untried sides may not be flipped by the Soviet player during the Soviet Movement Phase. Their actual strengths may only be revealed during combat.

Design Note: Militia performance was wildly erratic. Soviet Commanders were often the last to know how their Militia units performed.

Untried Militia units removed from the map for any reason do not go back into the opaque cup, but are placed instead on the Soviet Unit Rebuilding Chart where they can return to play through the normal replacement process.

22.10.3 Militia units cannot be placed or moved voluntarily more than five hexes from their placement city (do not count the city/major city hex, but do count the hex occupied by the unit). If forced to retreat outside of the five hex radius, however, they no longer carry any restriction.

22.10.4 Istrebitel’nye (Istr) units cannot be reformed.

22.11 Reserve Units

These were training units pressed into front-line duty. Any Soviet unit bearing a “RES” unit designation may also be converted into Soviet “I” Type Replacement Points during the Replacement Phase [7.2c].

22.12 Soviet Garrisons

22.12.1 Garrison units are designated as such on the Soviet Set-up Cards. A garrison unit cannot move from its garrison hex until released. Garrisons are released on a hex-by-hex basis. Once a garrison hex is released, all garrison units in that hex are released; there is no further need to maintain any unit at that location.

22.12.2 Release all units in a single garrison hex immediately when:
a. The hex is attacked, or
b. Is judged to be out of General Supply, or
c. An enemy unit moves adjacent, or
d. Is released by an “R” result on the Soviet Replacements Table [7.2.e2], or
e. Is released by a release date listed in the scenario instructions.

Note: There are a limited number of Garrison Hex markers available to mark garrison hexes, especially those hexes where garrison and non-garrison units are stacked together. Feel free to make more of these markers.

22.13 Soviet Partisans

Later in the war, Partisans significantly affected Axis operations. The early war Partisans were usually swept up in the fighting, serving as ordinary infantry. Unless specified by Scenario instructions, Partisans function in all respects as infantry type units.

23.0 Regt. Substitute Counters

Only the Axis player can use regiment substitute counters.

23.1 Steps and RSCs

Each step in a German Infantry Division is equal to one Regiment Substitute Counter (RSC). Any full or reduced strength German Infantry, Mountain, Security, or Light divisions can detach all but their last step as RSCs.

Note: The SSLAH Brigade and the Gross Deutschland (GD) Motorized Regiment also qualify, even though they are motorized type units and the RSCs will move as non-motorized units.

23.2 Detachment

One or more RSCs per turn can be detached from any qualifying German division. The division may be in a Soviet ZOC. Detachment occurs before the division’s movement. Detached RSCs are placed at no MP cost in the hex containing the division. The RSC enters play in a supply state identical to the division that detached it.

23.3 Recombination

Qualifying divisions can recombine with RSCs. The division and one or more RSCs must occupy the same hex at the end of the friendly Movement Phase. Recombining does not cost any MPs. Any understrength division may recombine with any RSCs up to its original full strength step level. The division assumes the lowest supply status of all units combining in the hex. RSCs cannot combine to recreate a previously eliminated division counter.

Note: RSCs are generic, but the counter-mix limits the number that can be on-map at any one time.

24.0 How to Win

The Axis player wins the game by scoring Victory Points (VPs) required for victory in the scenario being played. The Soviet player wins by preventing an Axis victory.

24.1 Victory Points

VPs are awarded for controlling certain map locations, by causing enemy HQ, Guards, armor, and artillery step losses, and for certain actions players take. The actual number of VPs gained or lost is listed on each Scenario Victory Point Schedule. Only the Axis player receives VPs. Those “earned” by the Soviet player are subtracted from the Axis total.

24.1.2 VPs for locations are awarded at the moment any location is occupied or controlled [3.0b] by an Axis ground unit. Add the VPs for capture to the Axis VP total. If the location is subsequently re-taken by the Soviets, subtract the VPs originally awarded from the Axis VP total.

24.1.3 Guards or Armor type units starting any scenario at reduced strength may have their “lost” steps counted toward VP totals [see Playbook Scenario instructions]. Only countable steps lost during the course of scenario play count toward VP totals [16.3.5].
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